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THE CITADEL JOURNAL CONTENTS



The Kalamata Conflict

Steven Want

3

The ancient Eldar and the forces of the Imperium battle for control of a strategic star system in Steven's mini-campaign.



A Load of Balls

Adam Morgan

7

Adam follows his 'desperate' article in last issue with ball variants and rules for multi-ball games!



Armoured Fighting Vehicles

Ewen Little & Alex Scott

11

Mail Order Troll Ewen presents rules for this remarkable Imperial Guard conversion

It's good to stalk!

David Camburn

43

A closer look at Tyranid tactics for WH40K - as if they needed any help!



Baren Soveth & The Spectral Hunt

Aleksander Pluskowski

13

'Deep in the Forests of the Empire lurks a headless horseman' and other classic cliches

Warhammer Armies: Kislev

Tuomas Pirinen

23

More Kislevite troops than you can shake a Warbear at!



Toll Bridge

Gary & Mark James

15

Sump Spiders, rowing boats and swing bridges - all part of a days work down by the toxic river!

Youngblood

Gary Pready

20

Dark fiction from the most persistent of contributors!

Nasherhound!

Kevin Jon Denton

21

This fearsome beast is not just a mouthful of razor sharp teeth on legs.... Oh, alright! yes it is!



Dok Butcha's Konvershun Klinik

Da Dok, with the help of you lot, brings you a plethora of superb conversions.

36

THE BALD AND PROUD EDITORIAL

EE! THEE DOESN T
SWEAT MUCH FOR
A FAT 'UN!



Well British Summertime is here and that means a healthy dose of rain and influenza (he used to play football for Italy didn't he?)! Right, that's enough whining for this issue - on with the show....

We carry on our recent theme of having extra colour pages in a roll-gate cover with 4 extra full-colour pages this issue and you will find all the magic items, datafaxes, etc. you will need to use the contents of this issues articles!

Amongst the contents of this issue you will find the second and penultimate part of Tuomas Pirinen's Kislev Army List, rules for Ewen Little's excellent armoured cars for 40K Imperial Guard players, an exciting Epic mini-campaign (this is my personal favourite!), more Necromunda stuff than you can cope with and so much more!

We have had quite few letters from you lot (yes, you!) about the Kislev list that we started last issue. One or two of you seem to be under the miscomprehension that this is THE Kislev list - it is not! Tuomas' list is simply his idea of what the Kislevites should be. When we first started work on this army list we had no end of response from all quarters, some liked the fact that it is closely based on Eastern European history while others thought it should be more fantasy based. So, it just goes to show that this is not the definitive Kislev army list in the same way as the Norse army list we published a few issues ago is not the definitive Norse list. Indeed we have received several different Norse lists (and Albion, Nippon, Araby & Border Princes!) and may publish these either in part or entirety - so watch this space!

Some of you will notice that there is no 'Is there anybody out there' this issue. Well, if there are no letters there can't be a letters page!

An Apology

Break out the hair shirt and Cat O' Ninetails! Last issue we printed rules for a number of new Epic Squat vehicles and troops. However we did not credit Lee Garner who did actually write Grand Warlord Grimtrek - our sincere and humble apologies Lee, for being so incredibly stupid it hurts!

Paul Sawyer

PLEASE WRITE TO US!

SUBMISSIONS

We are always looking for new articles, conversions, artwork, etc. and so we are giving you the chance to send in that exciting idea you have been meaning to start work on for ages....

All submissions should be typed (where possible) or written in legible handwriting AND include all relevant rules, conversion ideas, etc. We would also like you to playtest them before you send them in as this often changes the content of an article. Submissions should be sent to the address below.

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Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail and do read every letter, but it may take a little time for us to reply to you, so please be patient!

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THE KALAMATA CONFLICT

An Historical Epic Campaign

by Steven Want

As great as a single game of Epic can be, you still can't beat, as with other games, playing a series of linked battles. Each result affects the next battle and the result becomes more a case of tactics than dice rolling. Some campaigns can have a bit of a bad reputation as long-winded and clumsy systems that require an obscene amount of time to get them to work well. This is, of course, completely wrong! A campaign is as complicated as you make it. Just to prove the point, here we present Steven Want's superb mini-campaign for Epic players everywhere. Happy blasting!

THE DISCOVERY OF KALAMATA

The Kalamata system lies on the western edge of the galaxy, over one-hundred and forty light-years from the galactic core and the Imperial Homeworlds. The system consists of three planets orbiting a star not dissimilar to Earth's Sun. Human colonists only arrived at Kalamata relatively recently, and found two of the three worlds were ripe for terra-forming and subsequent colonisation. They claimed the system in the name of the Emperor and were intent on colonising the it's first two planets. However, it was the Kalamata's third planet, Orloge, that was to become the source of great and terrible bloodshed between the Imperium of Mankind and the ancient Eldar.

When the human colonists entered the system they were hailed by the mysterious Eldar of the little known Ulani craftworld, whose giant spacecraft home was in orbit around the third planet. The humans were told that Orloge had been declared a 'deathworld', a world of special religious significance to the Eldar and that the system was part of Eldar controlled space. Centuries before, Orloge had been a prosperous Eldar colony but had been destroyed during the fall of the Eldar and the Ulani Eldar believed that the system was now tainted by the fallout from its chaos infestation. The Eldar informed the humans that they would not be allowed to establish any sort of colony within the Kalamata system.

The human colonists dismissed the Eldar's warnings as 'small-minded superstition' and their veiled threats as 'mere posturing'. Emboldened by what they saw as the huge potential rewards to the Imperium of settling Kalamata's two habitable worlds, the humans proceeded with their plan to establish colonies there. Protected by a fleet of Imperial Gothic Battleships the colonists landed upon the worlds and the Ulani craftworld began preparations for war.

AN IMPROBABLE PEACE

It seems that war between the two groups would most likely have broken out there and then if it had not been for the efforts of two great individuals, the Eldar warlock-seer, Talic Imrani and Imperial Commander Roch. Both daring to defy their superiors, the two men set up secret meetings in an attempt to find a peaceful settlement to the dispute. After days of negotiation they came up with a plan that they thought they could persuade their leaders to accept. The humans would be free to colonise the first planet, Stunsvall, while the Eldar would remain in control of Orloge and it's nearest neighbour, Ystad. The humans would agree not to





attempt to land on the Eldar worlds and the Eldar would not restrict the passage of Imperial ships through the system. Returning to their own races, the two men encountered hostile reactions to the plan, but seeing no other way to prevent a war neither side really wanted, their leaders grudgingly agreed. The colonies on Tstad were dismantled and relocated to Stunsvall.

Talic Imrani and Commander Roch both rose through the echelons of power as the human colonisation of Stunsvall got underway and were highly influential in promoting peace between their two peoples for many years. Thus seemingly stable peace was established within the system.

THE WARNINGS OF WAR

Many years later, when both the brokers of peace had died or left the system and the world of Stunsvall had become a thriving human hiveworld, the peace that they had forged began to shake apart. Several incidents raised tensions within the system, most notably the crash-landing on Orloge of an Imperial vessel, which contained a scouting party of Imperial marines. This prompted cries of betrayal from the Eldar council and calls for the peace treaty to be scrapped. Suspicion began to grow amongst the humans too, as an increasing number of their supply ships, which ferried materials to and from other worlds, were attacked by Eldar pirates, of whom the Ulani claimed no knowledge.

As a result of incidents such as these the military powers on both the human worlds and the Eldar craftworld began to grow in support and soon were powerful enough to be able to manipulate their respective rulers.

When a hive fleet of Tyranids passed near the system on its way further into the galaxy, both sides, under the pretext of protection from threats originating outside the galaxy, began to embark on massive programmes of military build-up. When the Imperial worlds requested, and received three Warlord titans of the Legio Metallica, for stationing on Stunsvall, the warlocks of several portions of the Eldar fleet took matters into their own hands and began to attack Imperial shipping. Realising they had lost control, the Eldar council on Ulani assented to the will of the military and mobilised for war.

THE ATTACK ON DELTRANA HIVE

The Eldar-human war in Kalamata began with a bold strike by the Eldar on Deltrana Hive, Stunsvall's capital, where the three Imperial titans, Emperor's Ward, Emperor's Glory and Warchild were stationed. The titans were all crewless, as upgrades were installed to their weapons and fire control centres in the repair bays of Deltrana Hive. Not expecting the Eldar council to fall so soon, the Imperial forces were unprepared for attack and the majority of the planet's defence force was on manoeuvres out in the deserts of Stunsvall. Only a handful of troops were left to defend the repair centre and the three titans. Sensing an opportunity to cripple the backbone of the Imperium's forces, Farseer Elrad Yull, ordered dozens of fast-moving jet bikes and several Revenant Scout Titans to perform a lightning raid on the hive.

The Eldar force swept into the city, despatching the few defenders with little difficulty, managing to destroy both the Emperor's Ward and Warchild and cripple the Emperor's Glory as they stood in their repair bays. However, the repair bay sustained only minor damage before the Eldar were chased off by tanks returning from the desert. World wide war was now inevitable.

The Eldar's forces gained victory after victory as they launched a series of raids on Stunsvall. Having no permanent base in the system the Eldar were hard to pin down and no effective response could be mounted by the humans. Many of Stunsvall's major hives were attacked and destroyed, but eventually the Imperial forces began to fight back. Utilising the repair bays left undamaged at Deltrana Hive, Imperial Tech-Adepts were able to restore the crippled Emperor's Glory. The titan played a key role in stemming the Eldar tide and allowed the planet's key spaceport to remain in human hands until the eventual arrival of Imperial Guard and Dark Angel Space Marine reinforcements from neighbouring systems.

THE FINAL BATTLE

After many months of further fierce fighting, both side's forces were shattered and the fighting on Stunsvall ceased while the armies regrouped. Farseer Yull's army regrouped at the strategically important Cel Talh Hive, taken from the humans at the start of the war. Learning of the position of the majority of the Eldar's remaining forces, the combined Imperial Guard and Space Marine army, under the command of the Dark Angels Commander Nimitz launched a fierce assault. Despite being dug-in and heavily fortified, the Eldar were ousted from the hive and the planet was reclaimed for the Imperium. Following shortly after this the Ulani craftworld left the Kalamata system and has not been encountered near this system since.

SCENARIO 1 - THE ATTACK ON DELTRANA HIVE**FORCES**

Eldar: The Eldar player has 1500 points to spend on his army. To represent the nature of this lightning fast attack on the titan repair facility, the Eldar player may only take jet bikes (including vipers) and revenant scout titans. No other troop type may be taken.

Imperial: The imperial forces consist of the three Warlord titans, Emperor's Ward, Emperor's Glory and Warchild, as well as a small force of defenders. The few defending troops are represented by 500 points worth of troops picked from the Imperial Guard army list.

DEPLOYMENT

Cluster several buildings together in the centre of the gaming table to represent part of Deltrana Hive. The imperial forces must start within 10cm of the buildings. Designate one building as the titan repair facility and place all three titans in base contact with it. The Eldar deploy as normal along a table edge, but may choose which edge to approach from after the Imperial player has deployed all their forces.

SPECIAL RULES

The Titans: The three Imperial titans may not take part in the battle (being deactivated) and all start with zero void shields. At the start of each turn (including the first) the imperial player may attempt to raise the void shields on these titans (by rolling a 5-6 on a D6 for each shield) but may take no other action with them.

Number of Turns: The game lasts only three turns, reflecting the fact that the Eldar must strike and then retreat before the majority of imperial forces return from manoeuvres.

VICTORY CONDITIONS

The Eldar win if two or more titans are destroyed within three turns. Any other result is a victory (technically speaking) for the Imperium.

CAMPAIGN

Any surviving, undamaged titans may be used, in addition to the other forces, in the next scenario (the battle for the spaceport). At the end of this first scenario, any titan which is damaged, but not destroyed, may undergo repairs. (Roll a D6 for each damaged location. It will be repaired on a roll of 5-6. You may only roll for each damaged location. It will be repaired on a roll of 5-6. You may only roll for each damaged location once). Any functional titan, ie. It can move and make an attack of some kind) may be included in scenario two.



SCENARIO 2 - BATTLE FOR THE SPACEPORT

FORCES

Eldar: The Eldar player has a force of 3000 points which he may spend as they choose.

Imperial: The Imperial player fields a force of 2000 points, which they may select as they choose from the Imperial Guard army list. They also receive any titan that is still functional after the attack on Deltrana Hive. Any damage that has not been repaired will still affect the titans.

DEPLOYMENT

Set up the terrain as normal, but place a single building (or even better, something that resembles a spaceport) in the centre of the table. This building represents the spaceport (or one of its terminal buildings). Place an objective counter on the building. This is the only objective counter placed and is worth 10 victory points. The armies deploy as usual on opposite sides of the table.

VICTORY CONDITIONS

Victory points are counted as normal (with control of the spaceport contributing ten points). The winner is the first player to reach 40vps.

CAMPAIGN

If the Imperials win the battle they will effectively control the spaceport area and will be reinforced in the final battle by further Imperial Guard and Space Marine squads arriving from off planet. If the Eldar win the battle for the spaceport they are in control and are able to block incoming Imperial reinforcements. The remaining Imperial guard troops are massacred and the campaign ends in Eldar victory.

SCENARIO 3 - THE FINAL BATTLE

(NB. This battle is only fought if the Imperial player won the battle for the spaceport).

FORCES

Eldar: The Eldar player has a total of 4000 points worth of troops which they may select as they choose. The Eldar player may spend as many points of their 4000 points as they want on fortifications, as described in the assault rules (in the Space Marine battles book).

Imperial: As the Imperial player won the battle for the spaceport, they will have 2000 points to spend on Imperial Guard troops, and a further 2000 points of Space Marine forces. They may also take any titans which have by now survived both battle one and two (Note: Titans may not be repaired at the end of battle two in the same way as at the end of battle one, reflecting the speed with which the Imperial forces launched the final attack).



DEPLOYMENT

Set up the terrain as usual, but place no objective counters. Deploy troops as normal.

VICTORY CONDITIONS

This battle is a fight to the death. Points are only scored for the destruction of enemy forces. There are no objective counters. The battle will last up to six turns (or until one side is wiped out). At the end of the six turns count up the victory points and see who has won. Whichever side wins the final battle will win the campaign and will control the entire planet.





BLOOD BOWL®

★ A LOAD OF BALLS! ★

By Adam Morgan



These updates were inspired by the alternative ball rules from the excellent 2nd Edition expansion, *Dungeonbowl*. Adam just couldn't help himself and has converted them to the current system.

"Welcome sports fans to another grand evening of mayhem as we bring you all the latest innovations in the world of our favourite game, that conglomeration of subtlety that we call Blood Bowl. What's new tonight, Jim?"

"Well Bob, The Ulthuan Avengers and The Hellbound Headbangers are certainly taking risks in this game! They've agreed to use an explosive ball! My money's on the Headbanger's Vampire Captain, Orlokk Darkthunder to be blown up first."

"That should certainly make this game interesting, Jim. There are of course many alternative balls that may be used in the game. Here are a few examples..."

Nobbla Blackwart and his team mates try to strip the Nagarroth Nightmares star Witch Elf of a spiked ball



A LOAD OF BALLS

MAGNETIC BALLS

Another dirty trick used to confuse the opposition is to place magnets inside the ball and watch the resulting chaos. If left on the ground the ball becomes attracted to the nearest player's armour (all players count as having some form of armour) and will move D3 squares towards him at the end of every turn (in the case of a tie, roll a D6 for each eligible player (re-roll ties), it moves towards the one that scores the highest. If, for any reason (including passing and blocking), a player must release the ball roll a D6, on a 4+ he MUST keep hold of it even if he has been knocked over - he must be fouled out of the way! If the ball carrier passes another player with a higher Armour Value he must stop moving and block him with a -1 Strength modifier as the ball, and player, are attracted towards him - note this does not count as your team's blitz. Players in the same square as a magnetic ball temporarily count as having the 'Sure Hands' skill during this.

EXPLOSIVE BALLS

Once included to promote a passing game in certain areas, the idea has now caught on and has proved popular with the deranged lunatics known as fans, some even place side bets on when it will explode and who will be hurt!

At the end of each turn, roll a D6. If a 1 is rolled the shaking triggered the explosives. Anyone holding it is automatically injured (roll as normal) and anyone in adjacent squares are knocked over as normal (roll for armour as normal).

The game must be restarted with a new kick off and a brand new, normal, ball.

ENCHANTED BALLS

The ball has been enchanted before kick off by the stadium's resident wizard. Before kick off roll a D6 on the Enchanted Ball table below to see what happens. The effects last until the next kick off.

STICKY BALLS

One of the participating teams must include at least one Halfling to field Sticky Balls.

Whether it's intentional or not, the ball tends to get a little sticky whenever a halfling is playing, usually as the result of them eating copious amounts of sticky buns while playing!

Anyone holding a sticky ball temporarily gains the 'Sure Hands' skill and has a -1 modifier while passing. This skill is lost once the player no longer holds the ball.



Enchanted Ball Table

D6 Roll	Effect
1	The ball has a mind of its own! Any player holding it has a -1 modifier to all dice rolls. If left on the ground it will move three squares in a random direction at the beginning of every turn.
2	The ball is explosive! (see below). Replacement balls are also enchanted.
3	The ball starts playing for the receiving team! Opposing players have a -1 modifier to all dice rolls. If unheld it may move up to three squares towards the opposing Endzone.
4	The ball has a tendency to teleport itself. Roll a D6 at the start of each player's turn. On a 4+ it teleports itself D6 squares in a random direction (not the carrier though!).
5	If the ball is being carried roll a D6, on a 5+ the ball teleports as detailed above, but it takes any player carrying it with it!
6	As 3, but it plays for the kicking team!





A LOAD OF BALLS

FLOATING BALLS

One of the participating teams must include at least one Goblin to include Floating Balls.

As with most sneaky tricks, this is a Goblin idea - a normal ball filled with lighter-than-air marsh gas. The Goblins just love to see the expression on the other team's faces when their game-winning pass floats off into the great blue yonder.

When thrown, the ball counts as one band lower (ie. Long Pass = Short Pass) but it is -1 to catch at the other end. Whenever the ball is being passed, or if it is on the ground at the end of a turn, roll a D6. If the result is a 1 (1 or 2 if it was a Long Bomb, the ball simply floats away and the game has to restart with a new, normal, ball. Floating balls scatter twice as far as normal.

IRON BALLS

One of the participating teams must include at least one Dwarf to include Iron Balls.

In your average mountain-bound dwarven mine, pig's bladders can be hard to come by so a few teams have improvised by making one out of iron, with understandable results. An iron ball may only be picked up if the player rolls equal to or under his strength on a D6 first (a 6 is always a failure). Additionally, another roll must be taken before passing at anything over a Quick Pass, this time with a +2 modifier. Any player holding an iron ball may not 'go for it' or dodge but may add +1 to his Strength when blocking. Any player who catches an Iron Ball must roll equal to or under his Strength or get knocked to the ground by the impact (1 always succeeds and a 6 always fails). Make any applicable Armour Saves.

SPIKED BALLS

Consisting of a normal ball with two spiked bands, this is an old favourite with players and fans alike. If you get bored with scoring touchdowns (*Why on Earth would you?* - Ed) you can always use it to nail your opponents hands to the ground - always a crowd pleaser.

When passing, (not handing off) make a second agility roll if successfully caught, for the catcher with a +1 modifier. If failed, the ball acts as if it's blocking the catcher with the following strength.

Quick Pass: 2 **Long Pass:** 4
Short Pass: 3 **Long Bomb:** 5

If the catcher is not knocked down the catch is a success, if he is then it scatters as normal. A spiked ball may be passed to adjacent squares to avoid this but will scatter as normal. There are two ways to use the ball as a weapon. First, as a



missile. 'Pass' the ball to an opposing player as normal. This cannot be done at Long Pass or Long Bomb ranges, it uses the following strength values:

Quick Pass: 5 **Short Pass:** 4

Note: if the player is not knocked over then he may attempt to catch the ball as normal, but with a -2 modifier.

The second method is to use it as a handheld weapon. In this instance it adds +1 to the player's strength.

BALL SQUIG

One of the participating teams must include at least one Orc or Goblin to field a Ball Squig.

There is an unlucky little creature known as a Ball Squig that has the great misfortune of looking exactly like a standard Blood Bowl ball. Often prone to hibernation, these balls are brought onto the pitch by accident and awakened by the kick off when an unobservant player punts its backside halfway up the pitch. Once landed the semi-conscious and understandably frightened Ball Squig makes a run for it. At the beginning of the kicking player's turn it will try to move towards the nearest pitch edge, blocking anything that gets in the way. If it reaches the edge it is thrown back in by the crowd as normal. Anyone holding the Squig has a -1 modifier to all actions because of its squirming. Its stats are:

Title	MV	ST	AG	AV
BALL SQUIG	3	2	3	N/A

Skills: Stunty, Right Stuff



A LOAD OF BALLS



MULTIPLE BALL GAMES

To get more fans interested, some teams now play with more than one ball, which can result in even more chaos and maiming than the normal game! Unbelievable isn't it! The game is played as normal except for a few modifications.

1. You may use any number of balls, of any type, chosen at random or by agreement. Remember - more balls equals more chaos (*Hurrah! - Ed*).

2. Each player may only carry as many balls as he has hands (Two in most, but not all, cases). Yes! this means that you can score multiple TDs simultaneously. If one of your players is standing in the Endzone, you score 1 TD for each ball that he carries.

3. Each team kicks off half the balls to the opposing team. Extra balls are kicked by the team that will move first. Any balls landing out of bounds are either left on the pitch or thrown in by the crowd.

4. Multiple passes may be made in each turn, but only one pass may be made per ball.

5. Balls that are replaced because they become out of play (due to it being lost or destroyed) are given to the nearest player to his own Endzone on the team that had the ball before it was lost. (If no one had it, roll a dice to see which team gets it).

6. After a touchdown, the ball is given to any player on the opposite team as long as he is still standing and within 5 squares of the edge of the pitch (in his own half). If no one is eligible it is thrown to the nearest available player. Play continues as normal.

7. Reserves may only come in at Half Time.

THE CHAOS EFFECT

If one of the teams playing involve Chaos, or if you feel like it, you may roll for each ball in the following table to get a random selection.

BALL SELECTION TABLE

2D6 Roll	Ball Type
2	Squig
3	Magnetic
4	Explosive
5-7	Normal
8	Spiked
9	Sticky
10	Floating
11	Enchanted
12	Iron





ARMoured FIGHTING VEHICLES

by Ewen Little

In Journal 14 we featured a selection of superb conversions by Stuart Willis. Not to be outdone by his bald little colleague, Ewen Little (another of the Mail Order Trolls!) presents his stunning conversions of Imperial Guard AFV's. In this article we provide rules and Data faxes for two new Imperial Guard vehicles, the Centaur scout vehicle and Minotaur command vehicle. Don't miss the next edition of the soft, strong and very, very long Journal when Dok Butcha will show you exactly how these dazzling conversions were produced!

IMPERIAL GUARD ARMoured FIGHTING VEHICLES

Imperial Guard armies are greatly feared for their diverse range of armoured vehicles, and rightly so. Massive Basilisk and Griffon self-propelled artillery formations lay down a withering hail of fiery death which blasts most opposition to pieces before they have even had a chance to establish visual contact with the rapidly advancing vanguard of Leman Russ main battle tanks. One reason for the effectiveness of these massive armoured attacks is the contribution made by an assortment of much smaller, but nonetheless, invaluable, armoured fighting vehicles performing a variety of functions, including command and reconnaissance.

When the vast Imperial Guard armies advance, reconnaissance and intelligence units must rove ahead to gather information on enemy positions and strengths. To accomplish these missions the units must combine speed and mobility with the ability to hold their own if there is an encounter with the enemy. reconnaissance units are without doubt the eyes and ears of the Imperial Guard army. The massed batteries and devastating tank squadrons would be virtually impotent without the details of the enemies troop strength, deployment and axis of advance. Modified Chimera and Leman Russ were found to be too slow and unwieldy for the kind of hit and run tactics required. What was needed was a combination of the firepower and versatility of the Chimera and the sheer

power of the Leman Russ. Thus the Centaur Armoured Scout Car was born. The powerful Leman Russ engine was fitted into a shortened Chimera chassis while a four wheel drive system gave the stability and manoeuvrability required. The Centaur was easily capable of outrunning all, but the very fastest of vehicles and make those that could keep up seriously regret it. The Centaur has given birth to a whole family of variants - one of the better known, the Minotaur, is detailed below.

Command vehicles such as the Minotaur allow Imperial Guard Commanders to move with great speed to any part of a battlefield where their presence is required. This is especially important when commanding large numbers of tanks. Minotaur's are lightly armed and armoured. This is not accidental. It is vital that a Guard Commander keeps himself out of combat if at all possible. His primary duty is the issuing of orders appropriate to any given situation, the lives of thousands under his command depend on this. Before the



development of the Minotaur its function had been performed by modified Leman Russ tanks. However it was found that particularly hot-headed Commanders spent too much time enthusiastically engaging the enemy, occasionally with impressive results, but neglecting their command responsibilities, usually with disastrous implications. The invention of the Minotaur has gone some way to remedying this. Although as an armoured vehicle it is nowhere near as well protected as a tank, this has concentrated the mind of armoured commanders who must now pay the utmost concentration to the tactical scenario. Effective direction of his Squadron's fire is the surest guarantee of survival.



Since its conception the Centaur 'family' has become a common sight on battlefields of the 41st millennium, not only in the reconnaissance role but as a light tank giving vital close support to foot troops. Squadrons of Centaurs have also been used for raids behind enemy lines, hunting command posts, ammo and fuel dumps and artillery positions. The speed and withering rate of fire from the Multi-laser and Heavy Bolter make the Centaur perfect for attacking these "soft" targets.

CENTAUR AFV 160 points

SPECIAL RULES

The Centaurs of the Imperial Guard are used to scout ahead of the main force probing the enemies battle lines for any weakness that may be exploited. As a result an Imperial Guard army, which includes at least one Centaur may insist that the enemy deploys D3 squads/ Characters/ Vehicles prior to the Guard setting up. (Note: this is an exception to the general rule on deployment, see WH40K Rulebook.) This represents reconnaissance units discovering vital weak points in the enemy's deployment or some other vital piece of intelligence that can be used to the advantage of the Imperial Guard player...



CENTAUR

MINOTAUR AFV 140 points

+20 points for Captain
+35 points for Colonel

SPECIAL RULES

The Minotaur command vehicle functions in a manner akin to that of a command HQ. In fact the Minotaur can be purchased as an upgrade for an Imperial Guard commander. In this case it replaces the usual command HQ in your army. By paying the additional points costs above you may allow a Captain or Colonel to control an armoured squadron. Any leader in a Minotaur may take tanks and other Imperial Guard vehicles in place of the usual Squads. Infantry squads that may include Chimera transport may also be allotted to the Minotaur's control. Up to 3 additional units may be taken as usual, but these must also be tanks, vehicles or Chimera transported squads.

A Minotaur is also equipped with specialised fire control and communication equipment. A Minotaur can call in artillery barrages in the same way as a command squad with a comm-link. A Minotaur is always regarded as having a comm-link, the cost of which is included in its points value. In addition to the comm-link the Minotaur is packed with sophisticated sensors, movement/heat detectors etc. The effect of this surveillance equipment in game turns is as follows:



MINOTAUR

The 3" diameter template is placed over any enemy target within line of sight of the Minotaur. The Minotaur is regarded as having a 360° area of vision, a result of the sensors being turret mounted. All tanks (on table) and any heavy weapons belonging to a command squad equipped with comm-links gain +1 to hit at all targets within the template. Eligible tanks or heavy weapons firing on illuminated targets must be able to draw a clear line of sight to the target, but do not have to obey the firing at the nearest target rules. This represents the commander directing the fire of his men with more accuracy than they would normally be allowed. Only tanks and command squad heavy weapons benefit from this, as they are the only ones with access to radios of the frequency the Minotaur uses.



Baron Sovoth and the Spectral Hunt

by Aleksander Pluskowski

Aleksander from Wandsworth has been playing Games Workshop games since 1985/6 starting on such classics as Warlock of Firetop Mountain. He is also a ravenous reader of fantasy literature. One of his proudest achievements is the first army that he started collecting, a massive Undead legion which now totals over 20,000 points! Aleksander prefers larger scale battles and rarely fights an encounter with less than 3,000 points per side.

Although Warhammer is Aleksander's passion he has been known to field a WH40K Eldar Warhost and fight vicious close quarter battles among drifting Space Hulks. Not only this but it has even been known for him to sail the high seas, battering all-comers with his mighty Chaos war fleet.

Vladimir Sovoth was a respected man in his life, Baron of Kleindorf, a small village on the Empire/Kislev border. He was an extremely tall man with a handsome but gaunt face and a steely glare which often unsettled even the sturdiest of people. His reputation amongst his subjects was that of a harsh but fair man. The Baron was a keen huntsman, often journeying into the forests of Kislev to hunt boar and stag. The walls of his home were resplendant with row upon row of trophies.

Sovoth, however led a secret double life. He, and a handful of others, were involved in a cult of death, performing various dark rituals in the depths of the surrounding forest lands after nightfall.

One man, however, had discovered Sovoth's secret. A local nobleman, Karl Von Igelkopf, who, whilst out hunting, had chanced upon Sovoth's coven. He remained hidden in the trees witnessing terrible acts of sacrifice and worship. Appalled by what he had seen that night, the shaken nobleman knew that something must be done. At first he thought that he should reveal the cult to the villagers, but he quickly realised that he had no proof and it would simply be his word against Sovoth's. So he took the decision to kill Sovoth, making it look like he had been ambushed by enemies of the Empire.

Von Igelkopf sprang his trap when the Baron was hunting alone. He hid in the trees and as Sovoth passed he steadily drew back his bowstring. Letting fly with his arrow he hit Sovoth in the chest. Von Igelkopf leapt down from the trees and drew his sword. It was a common practice amongst many of the local Orc tribes to decapitate their enemies and steal the head as a trophy. He played upon this ritual and beheaded the prone Sovoth. He wrapped Sovoth's disembodied head in a cloth and ran back into the forest.

Many years passed, Von Igelkopf had become Baron of Kleindorf and was a well loved and respected man. But

exactly ten years to the day after the death of Baron Sovoth, Karl Von Igelkopf was found dead in his home, apparently unmarked but his hair had turned bone white and his face was a mask of sheer terror. Beside his body was a parchment. Upon it was written "I will not rest until your Empire of fools is no more - Sovoth"

People rarely entered the nearby forests after this, the locals told tales of the headless Baron Sovoth and his Spectral Hunt of lost souls racing through the forest in the darkness of night.

Curiosity eventually got the better of some foolish folk and upon entering the forest, flooded with moonlight, they were confronted by the full horror of the hunt. The terrified men scattered but were torn apart by the horrifying black spectral hounds of Sovoth's company, while the headless Baron looked on.



Baron Sovoth90 pts

+50 pts Requiem Blade
+25 pts Sovoth's Horn
+35 pts Ethereal Armour

Any Undead army may include Baron Sovoth as a special character. You may only take him, however, if your army contains the Spectral Hunt.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Sovoth	4	5	5	4	4	2	5	3	10
Spectral Steed	8	2	0	3	3	1	2	1	5

WEAPONS: Baron Sovoth carries a Bow.

MAGIC ITEMS: Sovoth always takes the following Magic Items: The Requiem Blade, Sovoth's Horn and Ethereal Armour. The cards for these magic items are included in this issue.

SPECIAL RULES

The Spectral Hunt

Baron Sovoth is Master of the Spectral Hunt. He leads the unit and cannot leave it under any circumstances.



The Spectral Hunt

Any Undead army may include the Spectral Hunt paid for from the regiments portion of your points allowance. The Spectral Hunt may only be taken if your army contains Baron Sovoth.

SPECIAL RULES

All of the special rules that apply to the Spectral Hunt apply to Baron Sovoth as well while he is leading the unit.

Members of the Spectral Hunt

The Spectral Hunt is made up of 3-5 Spectral Huntsmen and 5-10 Spectral Hounds. These troop types may only be used as part of the Spectral Hunt.

Skirmishers

The Spectral Hunt skirmish as described in the Warhammer rulebook. The only exception to these rules is that the Spectral Hunt may test for breaking from combat using Baron Sovoth's Leadership.

Move

The Spectral Hunt are partially ethereal in nature and can move through difficult terrain or obstacles without penalty.

Immune to Psychology

The Spectral Hunt is not affected by psychology. They are immune to *fear*, *terror*, *panic* and all other psychology tests.

Fear

The Spectral Hunt causes fear as described in the Warhammer rulebook.

Combat

If the Spectral Hunt are beaten in combat and fail their break test then they are automatically destroyed and Baron Sovoth is banished from the battlefield and counts as destroyed.

Ethereal

The Spectral Hunt are lost souls, halfway between life and death and their bodies are only partially solid. To represent this, any opponent striking a member of the Spectral Hunt with a non-magic weapon suffers a -1 on their rolls to wound. Magic weapons do not suffer this penalty.

The Spectral Hunt without Sovoth

If Sovoth is slain then at the beginning of each Undead turn the Spectral Hunt must take a Leadership test. If it is passed then they may fight on as normal. If the test is failed, however, then the Spectral Hunt is destroyed as the magic which binds them finally dissipates.

Running Water

No member of the Spectral Hunt may cross running water unless it is over a bridge. Water is the traditional ward against such malignant spirits.

3-5 Spectral

Huntsmen27 pts per model

PROFILE	M	WS	BS	S	T	W	I	A	LD
Huntsman	4	2	2	3	3	1	2	1	6
Spectral Steed	8	2	0	3	3	1	2	1	5

WEAPONS/ARMOUR: Spectral Huntsmen are mounted on Spectral Steeds, are armed with spears and carry shields.

5-10 Spectral

Hounds18 pts per model

PROFILE	M	WS	BS	S	T	W	I	A	LD
Spectral Hound	8	3	0	4	3	1	3	2	6

"...those who hath wisdom, avoid the dark forests lit by moonlight, for here stalk the huntsmen of death. To see the pallid host and to hear the hateful galloping of hooves and the mocking laughter is a terrible fate indeed..."

Forward to the litany of sanctuary.
Priesthood of Sigmar



TOLL BRIDGE

by Gary and Mark James

One of the things that makes Necromunda such a great game is that its campaign system allows you to really become attached to your gang, developing a history for them and honing them into a well oiled fighting machine. This all adds to the atmosphere and feel of the game and spurs you on, wanting your gang to become 'Lords of the Hive'. The different scenarios available mean that no two games play the same. Sometimes, however, you want to play something different, a truly unique game with totally new objectives and problems to overcome. Over to Gary and Mark from Lincoln.....

Pugh took a last long drag on his niccomoss cigar, coughed convulsively, spat out the stub and watched it drop into the Sump River oozing past three storeys below. "Hell" he thought, "that stuff is killing me. The sooner we get control of this trading route, the sooner we earn some cash, the sooner I get some off-world tobacco". Three more faces joined his at the edge of the tower. "There it is" croaked Pugh, "I've been watching it for three days now and I still can't work out how the damned thing is controlled. Some automatic mechanism or Guilder remote control system, I guess. When it turns it's impossible to get on or off until it turns again." The gang surveyed the bridge carefully. No-one was on it at the moment, but it was a major artery for gang trading traffic. Whoever controlled the bridge controlled the traffic.

Marco piped up first: "Okay, so what's the plan, boss?". Pugh strained out a little further to peer along the river edge. "We wait until Silver and the boys are in the boat, then we move on the bridge. Birdseye, I want you to stay off the bridge and lay down suppressing fire if necessary, and the rest of you listen up 'cause Birdseye will shout once and you have half a second to hit the deck before he opens up with the 'cavy stubber over yer 'eads. When we reach the bridge bulkhead in the middle we'll hold it from there while Birdseye legs it across to join us. Then we hold the bridge until the boys get across in the boat and take out the resistance from behind. Any questions?" Birdseye swung the heavy stubber over his shoulder. "Okay then, lets go!"

Silver directed Robby and Pugwash to take their oars while he and Tye kept an overwatch. The current in the Sump River was at times violent and unpredictable, and the gang had been unable to practice their sumpmanship much lest they raised suspicions. "Come on yer wimps, get rowing - Pugh just gave the signal that they were moving on the bridge and it'll take us all day at this rate". When he heard Robby scream and redouble his rowing rate Silver at first thought that his stirring encouragement had worked - until he realised that they had changed direction. "Where the hell are you two going?"

The oarsmen retorted with "Away from THAT!" and pulled harder. Silver followed their gaze to the huge, hairy legs that had emerged from the sump filth a few yards away. Lots of legs.

"Sump Spider!" Silver yelled at Tye, "Shoot the filthy thing". Tye

took aim but stumbled as the boat wobbled.

"Hold still, damn you. Stop rowing a minute". The rowing stopped and the boat drifted. Tye aimed his plasma pistol...fizz... "Yo! Got it!". The rowing started again as the boat began to spin out of control and then reoriented itself against the opposite bank.

"No, no, toward the spider!" yelled Silver.

"But what about the bridge?"

"Oh, it'll only take a minute and spider eyes are worth a fortune!"

"Well, if we mess up, and Pugh finds out we've been bug huntin', then it's your neck on the line, matey". Silver readied his knife.

"We won't mess up...trust me".

Pugh risked popping his head around the bridge bulkhead only to hear the hiss of superheated air as a plasma blast almost parted his hair (and head). Where on earth are the boys? At that moment there was a clang, followed by a loud hum. Pugh had heard that sound a few times in the last three days and knew instantly what it meant. "Oh hell" he thought, then bellowed "hold tight everybody, we're going for a little ride". The bridge swung ninety degrees and halted, breaking contact with the buildings at either end and exposing their flank to fire from the enemy bank. "Just WHERE were those boys?"



TOLL BRIDGE



THE SCENARIO

This scenario is effectively a 'Gang Fight' with the addition of a 'take and hold' objective. Unless stated otherwise, all rules for the Gang Fight scenario apply here as well. A new territory is also introduced - the Toll Bridge - as are rules for rowing boats and the random attacks of giant spiders.

SPECIAL ITEMS

You will need to construct a swing bridge and some boats. To make a swing bridge you will need a cardboard tube (from a cooking foil roll or something similar), and some stiff cardboard. Firstly you should cut the cardboard tube to the height you want the bridge at (two or three bulkheads high). Cut a 4 inch square piece of cardboard and fix it to the bottom of the tube as a base and weight it if necessary - You don't want the bridge falling over in the middle of a game, do you? Next you should cut a long rectangle from your cardboard to become the bridge itself. Remember to make the bridge wide enough to span the river and the width should be that of a plastic bulkhead. Simply attach this to the top of the tube and there you go, a swing bridge! As for the boats, just cut a boat shape which is two bases wide and 3 bases long from cardboard to make a boat-shaped template, and place the models on that when they are in the boat.



For the Sump Spiders you can buy the monster sprues from the Warhammer Quest boxed game! These sprues cost £4.00 and include a foul spider, a giant rat, a carrion bat and the ever popular snotling! If you have any trouble getting hold of either these or extra bulkhead sprues then all you need to do is give da Boyz at Mail Order a call on 01773-713213!

USING ROWING BOATS

Boats can be rowed by one or two gang members and can carry four including the rowers. Rowers can take no other action. Boats move in the movement phase and their movement is measured from the pointed front of the boat. Roll an artillery dice and a scatter die. Divide the artillery die roll (rounding up) and subtract the result from the strength of the rower, or the combined strength if two are rowing, treating a Misfire result as 0. This is to simulate the eddies and currents of Sump River. If the strength score is higher than the artillery die score then the boat moves a distance equal to the difference in score in inches in a direction as desired by the player. If the artillery die roll is higher than the rowers strength then the boat drifts a distance equal to the difference in score in the direction indicated by the scatter die. For example, two S3 gangers are rowing and the artillery die rolls up 10. The boat drifts 2 inches in the direction of the scatter die. Next turn the artillery die rolls up 4. The boat moves 2 inches in the direction desired by the player. There is no movement penalty for turning.

If a boat drifts right off the edge of the gaming table then the members can take no further part in the scenario but are otherwise not harmed any more than they may have been at the point of departure.

You may swap rowers instead of taking any other action with the gang members involved. This will almost certainly cause the boat to drift that turn.

You cannot hide in a boat. Shooting from a boat that was controlled that turn suffers a -1 to hit penalty. Shooting from a drifting boat suffers a -2 to hit penalty. All boat members gain a -1 to hit penalty for shots against them. For simplicity, the boats themselves cannot be targetted.

NECROMUNDA

CONTROLLING THE BRIDGE

The gangs do not control the bridges movement. Commencing with turn 3, at the beginning of each player's turn roll a D6. On a score of 5 the bridge turns 90 degrees clockwise. On a score of a 6 the bridge turns 90 degrees anticlockwise. When the bridge is turned the ends are cut off from the buildings and gang members on it are temporarily stranded.

SPIDER MOVEMENT

The spiders are aquatic variants of the Wolf Spider described in the Outlanders Bestiary. At the commencement of each player's turn each spider moves artillery die inches in scatter die direction (treat a misfire as zero). Spiders will not leave the Sump River and if they reach the bank or table edge they will stop. If at any time during or at the end of the move the spider passes within spider initiative distance (1 inch) of a boat it will immediately charge the nearest gang member in the boat. If a hit is rolled on the scatter die the spider immediately charges an occupied boat up to the distance indicated on the artillery die. Randomise the choice of boat if necessary.

If a boat ever moves within spider initiative distance of a spider the spider will immediately charge the boat, even if it has already moved (because it is only 1 inch away).

Deal with all hand to hand combat with spiders during the next hand to hand phase even if it is not the attacked gang's turn. If hand to hand combat with a spider endures to another turn the gangers can row the boat (but not the ganger fighting the spider!) but the spider will pursue until the combat is resolved.

SUMP SPIDERRating 40

Profile	M	WS	B5	S	T	W	I	A	LD
Spider	7	3	0	4	3	1	1	1	5

Armour: Sump Spiders receive an armour save of 6 on a D6 against any damage to represent their thick chitin hides.

TERRAIN

Set up the terrain as normal but remember to leave a gap through the centre to represent Sump River (you could use paper or cloth to represent the river if you wish) and so that your bridge spans the river and reaches buildings on either side. Place a rowing boat each and take it in turns to place the Sump Spiders. The bridge starts the game in its connected position (i.e. touching the buildings). Sump River is highly toxic and any poor, unsuspecting gang member



ending up in it (for example by falling from the bridge) will immediately go out of action.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wants to set up on, and places all of his gang fighters within 8" of that edge. Their opponent then sets up within 8" of the opposite table edge. Note that you may not use any method to deploy gang members on the bridge (vents, infiltration etc.) unless you have the Toll Bridge territory. If you have the Toll Bridge territory then one gang member may be deployed on the bridge.

STARTING THE GAME

This special scenario starts in the same way as a Gang Fight. Each player should roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The game ends in the same way as a Gang Fight with the following additions: If the bridge is in its unconnected position when the game ends some gang members may be temporarily trapped on the bridge. These gang members will continue to fight even if one of the gangs has already bottled out. If the bridge turns and connects again during this fight, the members of the broken gang will immediately flee and the game will end.

TOLL BRIDGE



PLAYING THE SCENARIO



SPECIAL

This replaces the special section of the Gang Fight scenario. If a winning gang has at least one member left on the bridge at the end of the scenario (including any fight-out on an uncon-

nected bridge) who is not down then the gang will gain control of the bridge and may add the Toll Bridge territory to their gang roster (see below). If any gang member has collected spider eyes these will add $D6 \times 10$ credits per spider to the gang's initial income for the scenario.

OUTLANDERS

If an Outlander gang gains control of the bridge then they must choose to keep the Toll Bridge territory (i.e. make their camp there) and discard their previous piece of territory or keep their original camp. Remember that Outlander gangs may never hold more than one territory.

If, in a subsequent battle, an Outlander gang loses its Toll Bridge territory to another gang then it must immediately roll up another territory on the Outlaw Territory Chart to see where they find to re-settle.

TOLL BRIDGE TERRITORY

Income: $2D6 \times 10$. Your gang extorts money from other gangs and traders who wish to use the bridge. On a roll of double 6 for income the bridge has broken down catastrophically in the unconnected position.. You get no income from the Toll Bridge in this game and must now either pay $2D6 \times 10$ credits to get the

EXPERIENCE

Fighters who take part in the *Toll Bridge scenario* earn Experience Points as noted below

- +D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.
- +10 Winning Gang Leader.** The winning Leader earns an extra 10 Experience Points
- +10 Crossed Bridge.** Each surviving fighter who is on the opposite bank at the end of the game earns an extra 10 Experience Points.
- +10 Spider Killer.** Any gang member who takes a spider out of action in hand to hand earns an extra 10 Experience Points.



bridge repaired (roll again) or abandon the bridge and cross it off your territory list. You may get a quote for the repair (i.e. make the roll) before making your decision.

On a roll of double 1 for income, a passing trader offers you a rare item for purchase. You get no income for the bridge in this game. Generate the item from a trading post list - roll 1D6. On a 1-4 you are offered an item from the standard trading post list, on a 5-6 you are offered an item from the Outlaw trading post list. This applies to outlander as well as non-outlander gangs and represents the varied

nature of traders using your bridge. You may accept this single item even if you do not or cannot go to the trading post normally for any reason.

The other gangs do not like paying a toll to go about their business. To represent this any gang which holds a Toll Bridge territory and plays the Gang Fight scenario can be required to play the Toll Bridge scenario instead at the choice of the opposing gang. This represents gangs rebelling against the toll and trying to take the bridge back.



TOLL BRIDGE

NECROMUNDA[®]

Following on from Graeme McKellar's excellent Necromunda short-story in the last issue of the Journal we are pleased to be able to print this dark revelation by Gary Pready. The prolific Mr Pready is a man who is always promising more articles - well Gary, we're waiting...

The sleek barrel of Youngblood's lasgun eased without a sound between the cold metallic squares of an iron grate, his middle finger caressing the trigger almost to the point of compression. His head swayed automatically to the right and his eyes narrowed in the practiced targetting squint that had brought death to so many. Three figures moved towards his position, their dark forms illuminated by throbbing colour as the infrared sight focused. Youngblood smiled. The prey, for once was prompt.

The ruined alley was illuminated for a millisecond as a laser blast coursed through the acrid air with a super-charged hiss. The figure to the left of the trio flailed backwards wildly, a single wound to his scalp spluttering liquified tissue as he fell. Already Youngblood's aim had ghosted towards the figure on the right. The second shot scorched the man's arm as he reached over his shoulder for his weapon. Simmering flesh and the white of his elbow gaped from a cavernous wound as he sagged to his knees. A third blast sang and he slumped to the ground, even before the horror of his injury had registered.



"Lose the weapon," Youngblood's deep voice rang out with strangely uncomfortable authority. The tall central figure gently unwrapped the long coat that shrouded his body and slipped his hand down towards the holster at his waist.

"Slowly," Youngblood cautioned with nervous urgency. The man's long barrelled laspistol slid from its holster, its finely shaped silver grip clattering against the ground as he discarded it.

"Nice shooting," he mused absently as his captor approached. "You do know that it is illegal to kill a Guilder I assume?"

"You are no Guilder," Youngblood countered, his weapon carefully trained as he strode forwards. "Few Guilders would surround themselves with such inadequate guards and no Guilder would calmly stand as you have done, in the face of certain death. I know exactly who you are my friend, and you, and the reward for your capture, are mine."

Fleeting shadows danced about the pale features of the figure, but as Youngblood came to a halt only several feet away he could easily define the sophisticated cheekbones and well conditioned long hair that marked his prisoner out as a wealthy aristocrat, originally from the Spire.

There was a momentary pause, as Youngblood searched his pocket. The barrel of his gun wavered. With an almost imperceptible click of his heel the man triggered a mechanism in his right boot and a six inch blade rasped from the sole to point murderously out from his toe. Punching his leg forward with supreme speed and fluidity the figure rocked his foe's torso with a vicious kick. The expertly honed steel surged through flesh, tearing and gouging at the base of Youngblood's stomach with savage ease. Flooding lifeblood gushed over the foot of the cold killer as he plunged deeper.

"No-one should know of the Spirit-Seeker," he taunted conspiratorially as he twisted his boot sadistically. Youngblood fought to overcome the immense agony that exploded in his stomach and swung his weapon to loose a wild shot. The Spirit-Seeker grasped the barrel of the lasgun and wrenched it from the dying man's grip. His boot was still deeply imbedded in the guts of his victim as he brought the weapon slowly to bear and slid its muzzle into Youngblood's uncontrollably gaping mouth.

"And please don't ever point this vulgar thing at me again," the assassin cruelly mocked as a muffled blast exploded through the back of his victim's throat in a crimson shower.

As the corpses smouldered the Seeker wiped his hands like a polite dinner guest, collected his prized pistol and sank gently into the shadows. The Underhive beckoned: his own dark domain where the skills of the assassin would always be in demand.

Gary Pready



NASHERHOUND!

by Kevin Jon Denton

Inspired by the fantastic Squig Hound miniature from the Warhammer Quest adventure pack 'Lair of the Orc Lord', Kevin from Northam, Devon quickly invented rules that would allow him to use this menacing figure in his favourite game: Necromunda!

The vast wealth of the Noble Houses of Necromunda is based on the huge industrial output of the six Houses of Necromunda. For example the superlative quality of House Van Saar's weaponry is famed throughout the Imperium. The other Houses produce a staggering amount of industrial commodities. It is not uncommon for the Noble Houses to negotiate contracts equip whole regiments of the Imperial Guard. This level of industrialisation has led to bitter competition between the Houses to gain contracts to supply to the Noble Houses. This "competition" occasionally erupts into open warfare between the various factions. The most recognised way to win a contract is to ensure your competitors are not capable of fulfilling it.

As a result the House factories and workshops are a constant target for sabotage and industrial espionage. In this environment it is not surprising that security is of paramount importance and the Nasherhound has been specifically bred to enhance an industrial complex's security. The Nasherhounds origins are unclear but it appears to be the end result of centuries of selective breeding. Some have described the Nasherhound as nothing more than a huge pair of jaws on legs with precious little room for unimportant secondary functions like a brain or compassionate nature.

The biggest drawback the Nasherhound has is its pure, unbridled aggression. Coupled with its lack of intelligence only a few particularly domineering characters are able to win the beast's respect. Their most effective role is roaming free in security zones around factories and other key installations. These "sterile zones" contain signs disclaiming liability for injuries suffered to intruders. Often the sign is far more preferable to owning a live Nasherhound as not many will run the risk of getting past one of these savage beasts.



The rules that follow are for those heroic (stupid!) souls who wish to use Nasherhounds in their games of Necromunda.

NASHERHOUNDS0-3 per Gang

A Nasherhound must be controlled by a ganger with the Hound Master Skill*

	M	W	S	B	S	T	W	I	A	LD
Nasherhound	9	4	0	5	5	1	2	2	5	

HIRE COST: 50 creds.

WEAPONS: Very big teeth.

ARMOUR: None.

SKILLS: Each Nasherhound may have 2 advances chosen randomly from the table below. The advances are gained on 'hiring' the Nasherhound and may not be changed.

Nasherhound Advances Table

- LEAP:** May leap up to D4", and clear an object 2" high.
- NASH!** If the beast wounds an opponent it may bite off a randomly selected limb.
- PROTECT:** The Nasherhound will always stay and guard its assigned location even if it's houndmaster is killed. After any encounter resulting in the death of a Houndmaster you do not lose the Nasherhound, but it must wait at the Gangs home base until another Ganger gains the Houndmaster skill.
- NUTTER:** +1 Attack.
- ACUTE SENSES:** Doubles Initiative when attempting to spot enemies.

* **Hound Master skill.** This can be taken if you roll the 'choose any skill' category on the advances table and is treated as a special skill, it allows the gang to own Nasherhounds. A Gang may only have one Hound Master at any one time.

Wyrds with the Beastmaster primary power may have D3 Nasherhounds instead of their usual companions.

A Nasherhound will cost the same upkeep as a normal Gang member. True, the beast does not demand ammunition, drink and "companionship" but it makes up for this with a voracious appetite. If the nasherhound kills an enemy ganger the owning player does not have to pay for its upkeep as it has already found itself a free meal.

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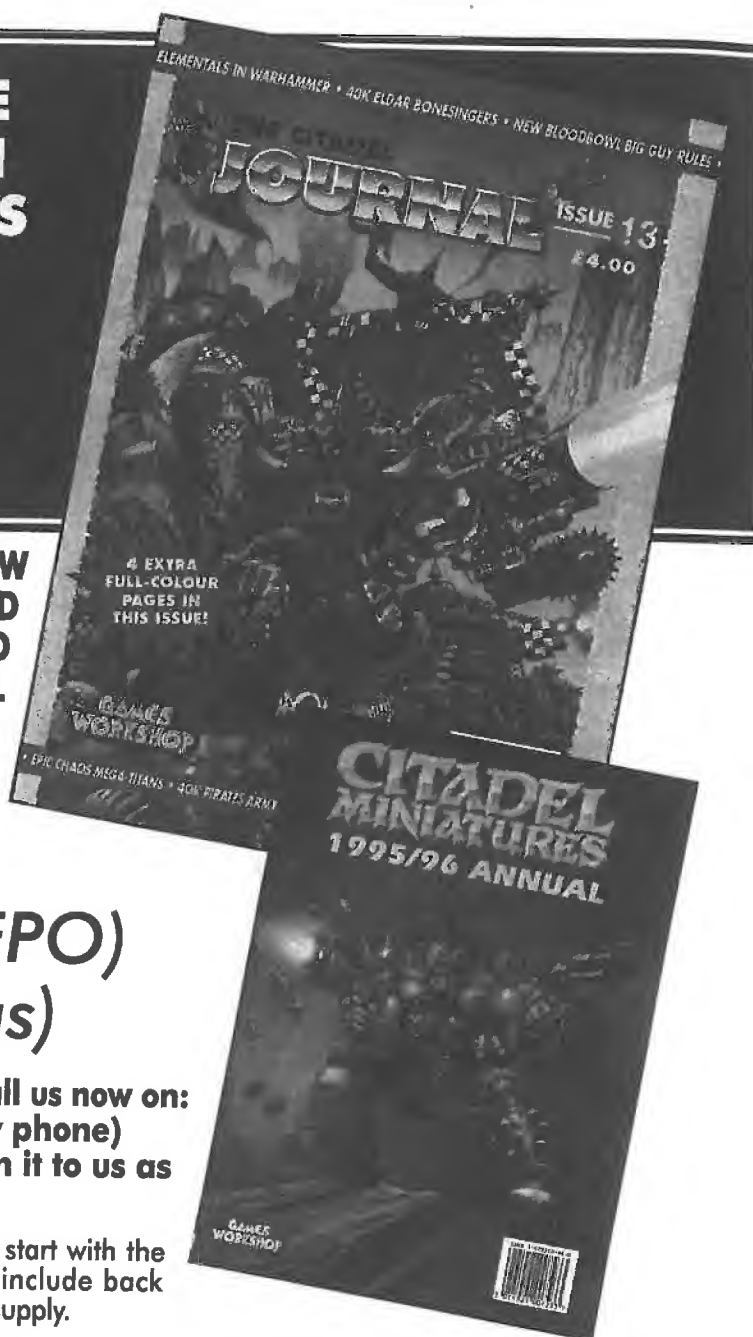
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WARHAMMER

KISLEV

The claws of the Great Bear

By Tuomas Pirinen

Welcome to the 2nd and penultimate part of Tuomas' Kislevite army list. After reading last issues introduction (and if you haven't, why not?) you'll surely have been waiting with baited breath for the last two months. So here it is, the army list itself complete with more background, a Bestiary and the rules for the Urugan Cannon. That's not all you lucky, lucky people! If you turn to Dok Butchas Konversbun Klinik you'll discover a veritable plethora of Kislevite conversion ideas. AND... (pause for breath) if you unfold your fabulous roll gate cover, a selection of the finest Kislevite magic items can be yours. Don't think we're stopping there, oh no! Next month your trusty Journal will contain the Kislevite special characters and a free furry hat! (Just kidding about the hat, though!).



The town of Stravtrosgrad had been under seige for three weeks. The supplies were all spent, each and every arrow was shot and a full three quarters of the population had been lost, either in battle or as a result of famine or disease. Yet the defenders, common Kislevites who Boyar Dimitri Pavlovyeh had hastily gathered upon hearing of the approaching Chaos warband, were as resolute as ever. The next attack, however, they knew would be the final one. There would be no survivors, still they battled on.

In the midnight hour, a lonely rider strode to the gates of Stravtrosgrad. Clad in black armour covered in blazing runes, the guards recognised him at once from the tales of the elders.

He was Albrecht Gensher, once a brave knight of the Reiksguard but now brought low by his insatiable thirst for the pleasure of battle. This was the Butcher of Slaanesh. A merciless, cruel weapon of terror in the hand of the Prince of Chaos. Boyar Dimitri rose to the battlements to hear what his opponent had to say. Albrecht raised his open palm to show that he was here to talk, not fight, and spoke with a powerful, metallic voice, "Warriors! Slaanesh is impressed with your battle prowess! We are here to negotiate surrender."

"Nyet!" answered Dimitri. His eyes were drawn and tired, but there was no fear in them, just cold fury. "We do not have room to keep you all as prisoners." Astonished, Albrecht turned away. Those men were doomed to die, and horribly so. Why would they resist him? Albrecht raised his hands and his followers flocked to him; misshapen Beastmen, slaving Hounds of Chaos, renegades from human society and the Chaos Warriors of Albrecht's retinue. Following the orders of their leader, the minions of Chaos readied themselves to attack. Battering rams were brought forth, carried by muscular Beastmen selected by Albrecht. Scaling ladders and ropes tipped with hooks were distributed amongst the bloodthirsty murderers who vied for a chance to assault the hapless town.

As the first rays of sun lightened the horizon, Albrecht was ready. But just as he prepared to signal the attack, something caught his Daemon-keen ears. The beating of hooves!

"The Cossacks are coming!" whispered somebody, and soon this was picked up by others. "The Cossacks are coming!" There were shouts of joy. "THE COSSACKS ARE COMING!" The earth thundered beneath the iron-shod hooves of Cossack horses. Nimble warriors drew their bowstrings at full gallop. Many a saddle was decorated with the skulls of Beastmen. Cold, unforgiving fury shone in the eyes of the brave Cossacks as they readied themselves for a charge, following the banner of their Ataman, Stepan Rasin.

Beastmen brayed in confusion, hastily drawing a battle-line to stop the relentless charge of the grim-faced horsemen. Albrecht leapt to organise his troops. Albrecht bellowed his battle cry as he drew his sword. "Send them all before the Lord of Pleasure! We shall have a bed of skulls today!" It was then that Albrecht noticed his hand was trembling. Puzzled, he waved his sword in the air, but his awful Daemon-bound blade felt heavier than ever before. For the first time in his life, Albrecht felt the cold hand of fear touching him.



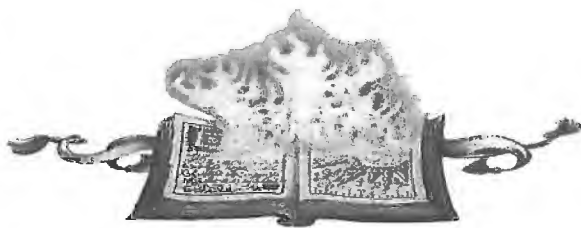
The Imperial Army of Kislev

The army of the Tzars has a long and honourable history and its tribal origins are still evident in many of its units, adding a splash of colour and character to the grim ranks of the Imperial Army of Kislev.

Unlike most nations of the Old World, the main strength of the Army of Kislev is the levies and citizens of Kislev instead of professional warriors and mercenaries. Because the threat of their enemies is evident to each and every one of the Kislevites, they are willing and motivated soldiers, who know that they are defending their homes and families. This does not mean that there are no professional soldiers in Kislev, quite the opposite, as the Kreml Guard, Brotherhood of the Bear and Streltsi are some of the most famed human soldiers of the Old World.

Still, most of the defenders of Mother Kislev are tribal warriors who gather to repel an invasion or man the border fortresses when called upon. Every village and settlement of Kislev has a training ground and archery field, and most cities of Kislev hold special riding competitions for skilled young raiders so they can hone the most important skill of a Kislevite, horsemanship.

When Kislevites go to war there are two types of combat at which they excel: guerilla warfare and open field battle.



Syberians, Cossacks, and the Horse Archers of the smaller tribes often mount daring skirmishes and wild raids against their enemy using their great mobility and missile cover to cause the maximum amount of damage to the enemy supply lines and siege trains, and then flee before any pursuit is possible. Sometimes, by the direct order of the Tzar or Tzarina, they are supported by an elite force of carefully selected men and women who follow the direct orders of the ruler of Kislev.

When a particularly large and powerful enemy force threatens Kislev's borders, these tactics are insufficient and cannot be expected to stop the enemy. At such times, the ruling Tzar or Tzarina calls together the Sbor Soldatov, or the "Gather of the Soldiery." Subsequently, the great capitol of Kislev clad themselves in steel and linen as it is a tradition amongst the people of the North that a soldier must be dressed in their finest garb when riding to face their death. When all the able-bodied men of Kislev have gathered around Gora Geroyev, the Tzar or Tzarina receives the ovation of his or her forces and rides to meet the enemy on the battlefield.

The battle tactics of the Kislevites are brutal but effective, as they are a numerous people who are not afraid to die. The Kislevites prefer a massed charge that is supported by war machines and missile forces. The

cavalry, mounted nobles like the Druzhina, Winged Lancers and the Gryphon Legion engages the cream of the enemy forces while their flanks are protected by the infantry regiments armed with spears. The dreaded Urugan Cannons are brought forward, protected by the best infantry regiments like the Kreml Guard and Streltsi. The guns open fire at close range as the infantry charges on, bearing down upon the hapless enemy. While the price in blood is often very high in such battles, the Kislevites have enjoyed considerable success with these tactics.

Some of the troops and regiments of Kislev have colourful histories and deserve a closer look.

THE BROTHERHOOD OF THE BEAR

Tzarina Taira Pavlovna formed this unusual knightly order four centuries ago as an answer to the pleas of the Kislevites who lived on the borderlands and were constantly harassed by marauding Orcs and Chaos Warriors. These men were trained in ambush and guerilla warfare and their superior equipment and careful training have guaranteed many great victories during the years.

DRUZHINA

During the Great War of Chaos, the Tzar Alexis lost the two armies he sent to fight the gigantic Chaos army that threatened to engulf the world. In a desperate bid for fresh troops, he promised to free any man from taxes who could bring a horse and weapons. This proved to be a success, as later battles demonstrated.

Today, the arrangement differs slightly from the original edict of the Tzar Alexis. The blue-blooded men who can ride to war when the ruler of Kislev calls are freed from taxes for one year each time the Tzar summons them. These men are known as Druzhina, and their flexibility and diverse equipment is valued by the Kislevite generals.

THE WINGED LANCERS

The famous Winged Lancers of Kislev are the younger sons of Boyars and Nachalnik. It is their duty to be ever-prepared for war, as such occurrences are all too common in Kislev. They are professional soldiers of a sort, young noblemen who wish not to run estates, but to defend Mother Kislev. They are respected by the citizens of Kislev and enjoy honour far beyond their rather modest rank.

Each larger Kislevite settlement is obliged to uphold a force of Winged Lancers and such regiments are the pride of each province and city. Their standards have usually seen many battles and the loyalty of these men to their flag is fanatical. The famed feathered wings of these knights is an invention of the great warrior Tzar Alexandr Njevski, whose winged back banner emitted an eerie howl that no Chaos worshipper could endure.

THE KREML GUARD

The Kreml Guard was formed on the orders of the dreaded and insane Tzar Igor the Terrible. He was such a paranoid ruler that he saw traitors and assassins in



ever shadowy corner, and thus he felt that he needed to be guarded day and night. While his bloody regime is only a dark legend now, the Kreml Guard endures to this day and a position in this black-clad regiment is much sought after.

TRIBAL WARRIORS

Cossacks, Syberians and the smaller tribes like the Tartars, Ungols and Kiddishes are nomadic people that do not support any permanent settlements. Thus they do not have any organised troops. The skill of arms, however, is very highly valued by these men and no young tribesman will neglect a chance to train with these weapons.

The Cossacks swiftly master the scimitar and the spear, while the Syberians favour the Kandra, the dreaded close-range combat knife, along with their bows.

STRELTSI

Firearms were brought to Kislev by the famed Prince Boydinov of Erengard who also invented the game called Kislevite Roulette that is unfortunately popular among the nobility of Kislev. In his last will, Prince Boydinov ordered that a considerable part of his fortune be used for the upkeep of a regiment of Hand Gunners. This tradition endures today, but because Kislev is a poor country, only the city of Erengard is able to support a regiment of Streltsi.

THE SONS OF URSA

No other regiment in the Imperial army of Kislev typifies them more than the Sons of Ursa. Heavily armoured knights atop War Bears, they are a symbol of Kislev itself. They venture forth from their fortress monastery in times of great need to take their place at the front of the army as their most feared and respected warriors.

The Army List

This list tells you the proportion of your points you may spend on character models, regiments, war machines and allies. This ensures that your army and that of your opponent are reasonably balanced, and doesn't consist entirely of cannons or Lord characters.

CHARACTERS

The points allowance which you are permitted to spend on characters includes the value of their armour and weapons, any magic items they have and a steed or monster if they are mounted. It also includes the points paid for champions of regiments. A regiment's champion is part of his unit and may not leave it.

Characters may be armed with any of the equipment available to the ordinary troops in the list. The point cost of weaponry and armour is the standard value and the complete list is repeated at the end of this section.

A character can carry appropriate magic items chosen from the magic cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the special Kislevite magic items. Characters are allowed no more than the number of magic items shown on the chart below.

Character	Maximum number of magic items
HEROES	
Champion	1
Hero	2
Lord	3
WIZARDS	
Ice Mage	1
Mage Champion	2
Master Mage	3
Ice Lord	4

REGIMENTS

Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit to the size of a regiment. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.

Regiments may include a standard bearer and/or musician, and these cost double the points value of an ordinary trooper. Some regiments are permitted magic standards, covered by the Warhammer Battle Magic supplement and are included as magic item cards. If you take a magic standard, its points value is included with the points value of the unit.

Units are permitted champions. Champions are always equipped exactly as the rest of the unit, except that in addition they are permitted one magic item. Champions always fight with their regiment and cannot leave it. The points value of the champion and any magic item he carries comes from the proportion of points allocated to the army's characters, NOT the regiments.

WAR MACHINES

War machines include all the artillery available to the Imperial Army of Kislev such as Urugan Cannons.

MONSTERS

Monsters are brought along to fight beside the army. They include trained creatures, captive monsters and those bound by spells of obedience. Monsters chosen as mounts for characters are NOT included in the points allocation for monsters, they are included in the points for characters instead.

ALLIES

Kislevite armies may include up to a quarter of their total points value as allies, chosen from the appropriate Warhammer Armies books. Kislevite armies can ally with Empire, Dwarfs and High Elves and Wood Elves.

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, as this can vary depending on how you choose to equip your troops. Saving throws are not included on the profiles for the same reason.



Cavalry have two profiles, one for the rider and one for the mount. If the mount is an ordinary horse we have simply given the riders profile with the movement characteristic altered to 8. This saves a bit of space and avoids giving a whole profile where only one characteristic is actually used.

M = Movement
WS = Weapon Skill
BS = Ballistic Skill
S = Strength
T = Toughness
W = Wounds
I = Initiative
A = Attacks
Ld = Leadership

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

In some cases you can only include one character of a certain type in your army, or one of a specific unit. Any such limitations are clearly indicated in the lists.

SPECIAL CHARACTERS

A separate section describing famous warriors of Kislev will be published in the next issue of the Citadel Journal. This includes a selection of personalities including Tzarina Jekatarina. You may include these characters in your army if you wish and the points cost comes out of your character allowance in the normal way. Characters which may serve as your army general are indicated.

ARMOUR

Troop's saving throws are not given on their profile because they vary depending on what armour is being worn. Saving throws are summarised below.

Armour	Save	Cavalry Save
None	None	6+
Shield or light armour	6+	5+
Shield and light armour or heavy armour only	5+	4+
Shield and heavy armour	4+	3+
Cavalry with barding		adds further +1

EQUIPMENT LIST

The following is a list of all the weapons and armour available to Kislevite characters. A character may be equipped with any weapons available to the troops themselves, subject to the usual restrictions regarding

weapons use, eg, a halberd requires two arms to use and so prevents the wielder from using a shield as well. Note that regimental champions must be equipped in exactly the same way as the rank and file members of the regiment.

EQUIPMENT LIST

HAND TO HAND COMBAT WEAPONS

A single sword, axe mace or other hand weapon	Free
An additional sword, axe, etc.	1
A double-handed weapon, including double-handed axe, sword, etc.	2
Halberd	2
Spear	1
A lance for a mounted warrior	2

MISSILE WEAPONS

Bow	2
Hand Gun	3
Pistol	2

ARMOUR

Shield	1
Light Armour	2
Heavy Armour	3
Barding for steed	4



ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.
Regiments	25%	At least a quarter of the total points value of the army must be spent on regiments. This does not include the cost of champions, who are paid for from the character allowance.
War Machines	0-25%	Up to a quarter of the points value of the army may be spent on war machines.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters. Note that this does not include monsters ridden by characters, which must be paid for from the character allowance.
Allies	0-25%	Up to a quarter of the points value of the army may be spent on allied troops chosen from one or more of the following lists: Empire, Dwarfs, High Elves and Wood Elves.

Characters

Your Kislevite army may include up to 50% of its points value on characters from the list below. You must always include a General, but otherwise you are free to choose as many or as few characters as you wish.

1 Kislevite General

Kislevite Lord 100 pts
Khan-Queen 170 pts

The army must include a General to lead it. The General represents an important noble of Kislev, a powerful Boyar or a Prince, or perhaps even the Tzar or Tzarina themselves. The Khan-Queens were the rulers of Kislev in the ages past and your army may be led by one of them.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Lord	4	6	6	4	4	3	6	4	9
Khan-Queen	4	4	3	4	3	3	5	4	9

EQUIPMENT: Sword.

WEAPONS/ARMOUR: The General may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values).

MAY RIDE: The General may ride a Warhorse (+3 points), or a monster (see the separate monster list for points).

MAGIC ITEMS: The Kislevite General is a Lord character and is entitled to up to three magic items chosen from the appropriate cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the Kislevite Magic Items.

MAGIC SPELLS: The Khan Queens are level 2 wizards and may take their spells from the Ice Magic deck.

0-1 Battle Standard 80 pts

Kislevites are a devout people, and their Battle Standards are often icons of saints or other religious symbols.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Battle Standard	4	4	4	4	3	1	4	2	7

EQUIPMENT: Sword and Battle Standard.

WEAPONS/ARMOUR: The Battle Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values).

MAY RIDE: The Battle Standard Bearer may ride a horse, Warhorse (+3 points), or a monster (see the separate monster list for points).

MAGIC ITEMS: The Battle Standard Bearer is a Champion character and is entitled to up to one magic item chosen from the appropriate cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the Kislevite Magic Items. This may be a Magic Standard, effectively turning the army's banner into a Magic Standard



The Khan Queens

In ages past the tribes of fierce warrior horsemen rode from the east, crossed the World's Edge Mountains and conquered the area around the River Urskoy. There were many such tribes, but the largest one was called the Gospodars. Many other tribes like Tartars, Cossacks and Dolgans, to name but a few, followed them, but the leaders of this horde were always Gospodars.

While they might have been barbarous and uncivilised in the standards of other human inhabitants of the Old World, Gospodars were powerful warriors, and were led by a mighty Khan-King called Boris Ursa. He conquered the native people, drove out the Goblins that plagued the land, and started building towns that would later become the Cities of Kislev.

The Khan-Kings were often magicians of great power, or otherwise blessed by the gods Gospodars worshipped. Their magic was a different kind than the Battle Magic of the southern Wizards who learned their craft from the Elves. Gospodar Magicians drew their power from an older, more elemental source rooted deep in the world itself. This power, called the Ice Magic, is a violent, mighty force of nature itself. It is manipulation of chill, frost, biting winds and the sudden snow storms of the northern atmosphere.

Over the years the Khan-Kings and Khan-Queens became Tzars and Tzarinas and their power grew, especially in the female line. While not all the Overlords of the North were mages, the ones like Miska the Slaughterer and the Taira Pavlovna (also known as the Queen of Blooded Peaks) were the most potent sorcerers of their age and shaped the history of Kislev, and indeed the whole world.

KISLEV — The claws of the Great Bear



Heroes 65 pts

The legends of Kislev are full of tales about the exploits of their heroes. Many of these outstanding individuals are Boyars or other nobles, but most are simple warriors from amongst the commoners of this grim and war-torn people.

Profile	M	WS	BS	S	T	W	I	A	LD
Hero	4	5	5	4	4	2	5	3	8

EQUIPMENT: Sword

WEAPONS/ARMOUR: A Hero may be equipped with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values).

MAY RIDE: A Hero may ride a horse, Warhorse (+3 points), or a Monster (see the separate Monster list for points). Cossack Heroes may not ride Monsters.

MAGIC ITEMS: A Hero character is entitled to up to two magic items chosen from the appropriate cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the Kislevite magic items.

SPECIAL RULES: Cossack Heroes are subject to the rules for *Hatred* when fighting Trolls, Beastmen or Warriors of Chaos.

Champions 30 pts

Any regiment may include a champion armed and equipped as the rest of the unit. Champions represent especially powerful or adept warriors.

Profile	M	WS	BS	S	T	W	I	A	LD
Champion	4	4	4	4	3	1	4	2	7

EQUIPMENT: A champion is always armed and equipped in the same way as his regiment (see equipment list for points values).

MAGIC ITEMS: A champion character is entitled to a single magic item chosen from the appropriate cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the Kislevite magic items.

SPECIAL RULES: Cossack Champions are subject to the rules for *Hatred* when fighting Trolls, Beastmen or Warriors of Chaos and may only join Cossack Regiments.

Ice Mages

Ice Mage	56 pts
Mage Champion	118 pts
Master Mage	190 pts
Ice Lord	287 pts

The wizards of Kislev practice a form of magic radically different from the magic used by the wizards of the Colleges of Magic in the Empire. They often ride with the Kislevite armies to unleash their terrible spells against the foes of Mother Kislev.

Profile	M	WS	BS	S	T	W	I	A	LD
Ice Mage	4	3	3	3	4	1	4	1	7
Mage Champion	4	3	3	4	4	2	4	1	7
Master Mage	4	3	3	4	4	3	5	2	7
Ice Lord	4	3	3	4	4	4	6	3	8

EQUIPMENT: Sword

WEAPONS/ARMOUR: An Ice-Mage may be armed with any of the troop types in this list (see Equipment List for points values). However, if Mages wear armour they are unable to cast spells, so they do not normally do so. Note that if the Mage is riding a horse with barding, it has no effect on his/her ability to cast spells.

MAY RIDE: An Ice Mage may ride a Horse, Warhorse (+3 points), or a Monster (see the separate Monster List for points).

MAGIC ITEMS: An Ice Mage is entitled to magic items chosen from the appropriate cards in Warhammer, Warhammer Battle Magic, Arcane Magic, Chronicles of War or the Kislevite magic items. An Ice Mage may have 1 magic item, a Mage Champion may have 2 magic items, a Master Mage may have 3 magic items and an Ice Lord may have 4 magic items. Ice Mages use Ice Magic spells.

Among the many heroes of Kislev, one man stands a head taller than any of his peers. While Miska the Slaughterer and her father Boris Ursa are undoubtedly the most revered figures in the history of Kislev, it is Tzar Alexandr Njevski that is remembered as the noblest of all the Kislevite Warrior-Kings. While most Tzars of Kislev were rightfully cruel to the enemies of their country, Alexandr was merciful and courteous to the defeated. Where many a ruler of the North was quearing about the condition of his or her subjects, this mighty man had only the welfare of his people in his mind.

It was he who formed the alliance with the Empire even after a force of Knights from the Empire assaulted his borders and were annihilated at the Battle of the Glacier. He impressed the Dwarf High King so deeply that the Lord of Karaz-a-Karak commissioned an unrivalled suit of armour to be made for him. He strived for peace all his life, though his many enemies forced him to take to the field countless times, but none could bring him down. His triumphs are recorded on the Great Pillar of Victory that stands atop the Kremlin in Kislev. He ordered the construction of Alexandronov Castle. The remote fortress that has undoubtedly saved Kislev many times during the long years of warfare that the Kislevites have been forced to endure against the Four Powers of Chaos. Within Alexandr the power of Boris Ursa was combined with the wisdom of the ancient Baba Yaga.

'The history of Kislev'
by Vladimir Turgenevych

Regiments

Your army must include at least 25% of it's points value as regiments chosen from this section of the army, and it may include more if you wish. In some cases you may only choose a maximum of one unit of a specific type. For example you can only have one unit of Gryphon Knights. While there is no limitation to the size of a unit, each unit must consist of at least five models unless otherwise stated.

0-1 Gryphon Legion.... 35 pts per model

Your army may include a single regiment of Gryphon Knights. This knightly order was formed as a token of eternal friendship between Kislev and the Empire. The Gryphon Legion is trained and garrisoned in the Empire, but when Kislev is seriously threatened, the reigning Tzar or Tzarina can call the Gryphon Legion back to defend Kislev.

Profile	M	WS	BS	S	T	W	I	A	LD
Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Knights of the Gryphon Legion wear heavy armour, carry a shield and ride barded Warhorses. They are armed with a sword.

SAVE: 2+

OPTIONS: The Gryphon Legion may carry double handed weapons at an additional cost of +4 points per model. The regiment may carry lances at an additional cost of +4 points per model. The Gryphon Legion may carry a magic standard. This may be chosen from the appropriate Magic Item cards and is indicated on the card itself.

0-1 The Brotherhood

of the Bear31 pts per model

Your army may include a single regiment of the Brotherhood of the Bear. This military order of Ranger-Templars follows Taal and specialises in skirmish actions in forests and rough terrain.

Profile	M	WS	BS	S	T	W	I	A	LD
Ranger	4	4	3	3	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Rangers of the Brotherhood wear light armour, carry a shield, and ride Warhorses. They are armed with a sword and bow.

SAVE: 4+

OPTIONS: The Brotherhood may carry double-handed weapons at an additional cost of +4 points per model. They may carry a magic standard. This may be chosen from the appropriate Magic Item cards and its cost is indicated on the card itself.

SPECIAL RULES: The Brotherhood of the Bear may Skirmish as described in the rules for skirmishing troops in the Warhammer rulebook. In addition, the Brotherhood may change between regular and skirmish formation once per movement phase, even when marching and charging, although no model may move farther than its movement allowance.

Winged Lancers25 pts per model

Your army may include any number of regiments of Winged Lancers. These high-ranking Kislevites fight on horseback and carry tall lances, but their most distinguishing feature is the tall winged banner which they wear upon their back or attached to their saddle.

Profile	M	WS	BS	S	T	W	I	A	LD
Lancer	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Winged Lancers may carry a Magic Standard. This may be chosen from the appropriate Magic Item cards and its cost is indicated on the card itself.

SPECIAL: The Winged Lancers may also carry Njevski's Screeching Back Banners at a cost of 5 points per model. This is an exception to the normal rules in that it is a magic item that may be given to a Rank and File unit. The Magic Item Card for Njevski's Screeching Back Banners can be found in this issue.



KISLEV — The claws of the Great Bear



0-1 Sons of Ursa 46 pts per model

High atop the sacred Ice Mountain stands a great temple dedicated to the Great Spirit Bear. It is said that this fortress monastery was founded by Boris Ursa the Forever Tzar, and that the warriors who serve are descendants of his most noble knights.

Great White Bears guard the iron gates of this formidable place and the time of its inhabitants is devoted to the learning of the arts of war. Rarely do they ride to war, these Sons of Ursa, perhaps only once in a century. But when they cross the High Pass over the World's Edge Mountains and brandish their proud standards, Kislevites take heart and their enemies flee before these mighty knights and their fearsome steeds.

Profile	M	WS	BS	S	T	W	I	A	LD
Knight	4	4	3	4	3	1	4	1	7
War-Bear	5	4	0	5	5	2	3	2	5

EQUIPMENT: Sons of Ursa wear heavy armour and carry shields. They are armed with a lance and a sword. They ride ferocious War-Bears.

SAVE: 4+

OPTIONS: Sons of Ursa may carry a magic standard.

SPECIAL RULES: The War Bears on which the Sons of Ursa ride cause *Fear* as described in the Warhammer rulebook. If a unit member's War Bear is killed then the rider is considered to have been killed as well during the animal's death throes.

Druzhina 14 pts per model

Your army may include any number of regiments of Kislevite Druzhina. These are minor Kislevite nobles, men who can afford a horse and decent equipment so they can ride to war when called upon. This gives them the right to own land and also lessens their taxation a great deal. Their armour and weapons are rather old fashioned but deadly nonetheless, and the swords wielded by them are often family heirlooms that have drawn blood in countless battles.

Profile	M	WS	BS	S	T	W	I	A	LD
Druzhina	8*	3	3	3	3	1	3	1	7

* includes the movement of the horse

EQUIPMENT: Druzhina wear light armour and ride horses. They carry a hand weapon.

SAVE: 5+

OPTIONS: One regiment of Druzhina may be armed with a brace of pistols at an additional cost of +8 points per model. Any regiment of Druzhina may wear heavy armour at an additional cost of +2 points per model and carry shields at an additional cost of +2 points per model. Any unit may carry lances at an additional cost of +4 points per model. One unit of Druzhina may carry a magic standard. This may be chosen from the appropriate Magic Item cards and its cost is indicated on the card itself.

Mounted Huns 14 pts per model

Huns are a savage and wild tribe of nomads that roam the steppes of Kislev. They often make a great nuisance of themselves by raiding and pillaging, but they are also readily recruited in the armies of the Tzars. Unlike any other tribal warriors, Huns prefer to close in quickly as possible, laying about with their wickedly curved scimitars. They are merciless and cruel warriors. Bloodshed has an intoxicating effect on them, making these warriors attack with astounding fury.

Profiles	M	WS	BS	S	T	W	I	A	LD
Hun	8*	3	3	3	3	1	3	1	7

* includes the movement of horse

EQUIPMENT: Huns wear no armour. They carry a scimitar.

SAVE: 6+

OPTIONS: Any regiment may carry shields at an additional cost of +1 point per model.

SPECIAL RULE: Huns are subject to *Frenzy* as described in the Warhammer rulebook.

0-1 Unit of

Mounted Cossacks 18 pts per model

Your army may include a regiment of Mounted Cossacks. Cossacks are a tribe of fierce Kislevite warriors who dwell in the northernmost part of Kislev and guard the border of the Chaos wastes and the Troll Country against Chaos incursions. Every time Chaos warbands attack Kislev, their first task is to fight the brave Cossacks. Countless years of warfare and slaughter have sharpened their hatred of the servants of Chaos to a keen edge. Almost every warrior has relatives or loved ones that have perished in battle against the servants of the Four Great Powers.

Profile	M	WS	BS	S	T	W	I	A	LD
Cossack	8*	3	3	3	3	1	3	1	7

*Includes the movement of the horse

EQUIPMENT: Mounted Cossacks wear light armour and ride Horses. They carry a bow and a hand weapon.

SAVE: 5+

OPTIONS: Mounted Cossacks may carry shields at an additional cost of +2 points per model. They may carry spears at an additional cost of +2 points per model.

SPECIAL RULES: Cossacks often fight without any formal military training and may *skirmish* as described in the rules for skirmishing troops in the Warhammer rulebook. The bitter struggle against the powers of Chaos has left a savage hatred in their hearts, therefore Cossacks are subject to the rules for *Hatred* when fighting Chaos



KISLEV — The claws of the Great Bear



Horse Archers16 pts per model

Your army may include any number of regiments of Horse Archers. Horse Archers are fierce mounted nomads from the plains of Kislev and the lands of Farside beyond the Worlds Edge Mountains.

Profile	M	WS	BS	S	T	W	I	A	LD
Horse	8*	3	3	3	3	1	3	1	7

*Includes the movement of the horse

EQUIPMENT: Horse Archers carry a shield and ride Horses. They are armed with bows and hand weapons.

SAVE: 5+

SPECIAL RULES: Horse Archers may *Skirmish* as described in the rules for skirmishing troops in the Warhammer rulebook.

0-1 Unit of Kreml Guard12 pts per model

These are the hand-picked elite of the Kislevite infantry. They form the bodyguard of the Tzars or Tzarinas and watch over the palace of the Kreml or "Hill of Heroes" where the rulers of Kislev live.

Profile	M	WS	BS	S	T	W	I	A	LD
Kreml Guard	4	4	3	4	3	1	3	1	7

EQUIPMENT: Kreml Guard wear heavy armour and carry a halberd.

SAVE: 5+

OPTIONS: The Kreml Guard may carry a magic standard. This may be chosen from the appropriate Magic Item cards and its cost is indicated on the card.

Sibyrrian Hunters11 pts per model

The Taiga is infamous for its harshness. The men who live in this inhospitable land are a hardy breed and are hunters of unsurpassed skill. As trappers, the Sibyrrians are patient beyond the endurance of common men and can wait out their prey while covered in snow for hours in the bitter cold. No one is their equal in moving silently and stalking the deadly grizzly bears of Kislev.

Profile	M	WS	BS	S	T	W	I	A	LD
Hunter	4	3	4	3	3	1	3	1	7

EQUIPMENT: The hunters wear light armour. They carry a bow and a hand weapon.

SAVE: 6+

OPTIONS: The hunters may carry throwing axes at an additional cost of +1 points per model.

SPECIAL RULES: A unit of Sibyrrian Hunters may be placed on the table after all the other troops have been deployed. They may be placed anywhere except within the enemy deployment zone or within sight of enemy troops.

0-1 Unit of Sibyrrian

Beast-Tamers9 pts per model

Bear+30 pts per model

Giant Wolf+4 pts per model

Since the time of Boris Ursa, the Kislevites have brought tamed Giant Wolves and Bears (which are regarded as sacred beasts) with them when they muster to do battle. Beast-Tamers are hulking strong men, even amongst their Sibyrrian kindred. This is of course, for savage beasts of the Taiga respect only brute strength.

Profile	M	WS	BS	S	T	W	I	A	LD
Beast-Tamer	4	4	3	4	3	1	3	1	7
Bear	4	3	0	5	5	2	3	2	6
Giant Wolf	9	4	0	3	3	1	3	1	5

EQUIPMENT: Beast-Tamers wear light armour and are armed with a hand weapon.

SAVE: 6+

OPTIONS: Beast-Tamers may carry spears at an additional cost of +1 point per model.

SPECIAL RULE: Each Beast-Tamer can control 1 to 6 Bears or Giant Wolves. Several Beast-Tamers may join their packs to form bigger units, but Bears and Giant Wolves can never be mixed in the same unit. Leadership tests are taken using the Beast-Tamer's LD. Missile casualties are randomised between creatures and Beast-Tamers.





Cossacks9 pts per model

Your army may include any number of regiments of Cossacks on foot.

Profile	M	WS	BS	S	T	W	I	A	LD
Cossack	4	3	3	3	3	1	3	1	7

EQUIPMENT: Cossacks wear light armour. They carry a bow and a hand weapon.

SAVE: 6+

OPTIONS: Any regiment may carry shields at an additional cost of +1 point per model. Any regiment can carry spears at an additional cost of +1 point per model.

SPECIAL RULES: Cossacks often fight without any formal military training and may skirmish as described in the rules for skirmishing troops in the Warhammer rulebook. The bitter struggle against the powers of Chaos have left a savage hatred in

their hearts, therefore Cossacks are subject to the rules for *Hatred* when fighting Chaos.

0-1 Unit of Streltsi10 pts per model

Streltsi are Kislevite infantry trained in the use of Hand Guns and drilled in the special formations unique to this weapon. They are also armed with a short halberd called a berdiche, which is used as a rest for their gun. Your army may include one regiment of Streltsi.

Profile	M	WS	BS	S	T	W	I	A	LD
Streltsi	4	3	3	3	3	1	3	1	7

EQUIPMENT: Hand gun, halberd and hand weapon.

SAVE: None

OPTIONS: Any regiment may be equipped with light armour at an additional cost of +2 points per model.



War Machines

The artillery of Kislev cannot be compared to the vast arsenal of the Empire. The army of Tzars, however, is still equipped with fine Mortars. Your army may include up to 25% of its points value as War Machines

Urugan Cannon110 points each

Your army may include any number of Urugan Cannons within the limitations of the points available. Each machine has a crew of three to operate and defend it.

Profile	M	WS	BS	S	T	W	I	A	LD
Urugan Cannon -	-	-	-	7	3	-	-	-	-
Crew	4	3	3	3	3	1	3	1	7

	Range	Strength	Wounds	Save
Urugan Cannon	0-12"	6	1	-3
	12-24"	4	1	-1

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None

OPTIONS: The Urugan Cannon crew may have light armour at an additional points cost of +3 points per model.

Mortar100 points each

Your army may include any number of Mortars. Each Mortar has a crew of three to operate the gun and defend it if necessary. Complete rules for Mortars may be found in Warhammer Armies: The Empire.

Profile	M	WS	BS	S	T	W	I	A	LD
Mortar	-	-	-	7	3	-	-	-	-
Crew	4	3	3	3	3	1	3	1	7

	Maximum guessable range	Strength	Wounds	Save
Mortar	12-48"	7	D3	-4

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None



Monster List

Due to the closeness of the Chaos Wastes, the lands of Kislev are rich with Monsters that may be captured and used by the Tzarina's armies. Your army may include up to 25% of its points value as Monsters chosen from the list below. Note that this allowance is for Monsters who fight on their own. Mounts for characters are chosen from this list, but the points value is added to the character's total.

DRAGON

Dragon	450 pts
Great Dragon	600 pts
Emperor Dragon	750 pts

Profile	M	WS	BS	S	T	W	I	A	LD
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	7	7	0	7	7	8	9	8	8
Emperor Dragon	8	8	0	8	8	9	10	9	9

GREAT BEAR

Profile	M	WS	BS	S	T	W	I	A	LD
Great Bear	5	5	0	6	5	3	4	3	5

PEGASUS

Profile	M	WS	BS	S	T	W	I	A	LD
Pegasus	8	3	0	4	4	3	4	2	5



HAWKS OF MISKA

Profile	M	WS	BS	S	T	W	I	A	LD
Hawk	2	5	0	3	2	1	6	1	7

HYDRA

Profile	M	WS	BS	S	T	W	I	A	LD
Hydra	6	3	0	5	6	7	3	5	6



GRIFFON

Profile	M	WS	BS	S	T	W	I	A	LD
Griffon	6	5	0	6	5	5	7	4	8

WYVERN

Profile	M	WS	BS	S	T	W	I	A	LD
Wyvern	6	5	0	5	6	4	4	3	5

SWARMS

Profile	M	WS	BS	S	T	W	I	A	LD
Rats	6	3	0	3	2	5	1	5	10
Frogs	4	3	0	3	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10

KISLEV — The claws of the Great Bear



Bestiary

HAWKS OF MISKA

It is said that the great blue hawks of the World's Edge Mountains once warned Miska about an ambush her enemies had prepared for her and the grateful Miska cast an enchantment over these creatures. Since those times, Kislevite armies have often been accompanied by great flights of these majestic birds and they regard this as a sign of divine favour. The hawks are swift fighters with sharp talons and guided by the magic of Miska, they attack the enemies of Kislev with great fury, screeching their terrifying screams as they descend upon their enemies.

Any Hawks of Miska in your army will fight together in a single flock. This flock must be of at least five models at the start of the battle.

Profile	M	WS	BS	S	T	W	I	A	LD
Hawk	2	5	0	3	2	1	6	1	7

SPECIAL RULES

FLY

Hawks of Miska may *Fly* as described in the Warhammer rulebook. Additionally as they are small, fast and very agile, any enemy missile fire suffers a -1 to hit penalty.

FORMATION

Hawks of Miska are skilled flyers and may be considered to form a unit in the normal manner, so they receive a rank bonus to their combat resolution representing the enemy becoming more and more demoralised as they are hit by wave upon wave of hawks.

ENCHANTMENT

The Hawks of Miska were blessed by Miska the Slaughterer centuries ago and the magic endures to this day. Any spell cast against the Hawks of Miska is dispelled on the D6 roll of a 4+

MORALE

The presence of Hawks of Miska encourages the superstitious Kislevites immensely. Any Kislevite regiment within 12" of the flock may add 1 to its Leadership up to the maximum of 10.



THE GREAT BEARS OF KISLEV

In the lands of the Empire, the Griffon has always been the traditional symbol of the Emperor, while the Bretonnian Kings use the Lion as their heraldic symbol. In the far north, however, the Great Bears have always been the rulers of the wild; here they are the king of beasts. It is thus no wonder that the bear is the chosen decoration of the banners of the Tzars.

Many of the nomadic tribes of the steppes worship a great bear-like spirit as a god. When they hunt bears, they perform many rituals to calm the spirit of the beast, lest it haunt them ever after.

For the Kislevites, the bear



symbolises not only strength

but also authority and nobility. For a Kislevite, to be called a bear is a great honour. Indeed it is worth noting that such is the reverence attached to these magnificent beasts that only three even of the Tzars of Kislev have ever been named after a bear.

The Great Bears of Kislev are truly a sight to behold, larger and more powerful looking than other bears from around the Old World. These great creatures are ridden to war by the noble Sons of Ursa, the greatest warriors of the Kislevite army.

Profile	M	WS	BS	S	T	W	I	A	LD
Great Bear	5	5	0	6	5	3	4	3	5

SPECIAL RULES

CAUSES FEAR

Great Bear of Kislev causes Fear as described in the Warhammer Rulebook.

The Urugan Cannon

Kislev is a land of long, freezing winters and short, harsh summers. Because of this unfriendly atmosphere, the use of gunpowder weapons has always been rather limited. The Urugan Cannon or "Alexandrs' Organ" as Kislevites call it, is a notable exception. The Urugan Cannon, named for the sharp, screeching sound that it makes when fired, is a lightweight cannon that works on the same principal as the Repeater Weapons of the Empire. It consists of several light, small barrels and a carriage that includes a protective screen for the crew and four wheels that enable the crew to move it from place to place quickly. The Urugan Cannon shoots a virtual hail of lead shot, filling the air with whistling death. While much of the gun's ammunition is wasted and the power of the Urugan Cannon is less than that of a regular cannon, it is almost impossible for the target to avoid being hit. Because the Urugan Cannon can accompany the main units as they advance upon the enemy, it is much favoured by Kislevite Generals who are famous for their aggressive tactics.

MOVEMENT

Because of its light construction and wheels, the crew can move the Urugan Cannon at their normal movement rate. Indeed the Urugan Cannon is so maneuverable that it can even make march moves, providing it has a full crew of three. The Urugan Cannon may not move and shoot in the same turn.

FIRING THE URUGAN CANNON

The procedure for firing the Urugan Cannon is as follows. First nominate your target and turn the gun to face it as you would a cannon. Measure the range to determine the strength of any hits. Roll the Artillery dice marked 2, 4, 6, 8, 10 and MISFIRE. The number rolled is the number of hits scored on the target. Because some of the power of the shot is lost, the strength of any hits is reduced when firing at over half range. Once you have determined the number of successful hits, roll to wound as normal. Refer to the "To Wound" chart to determine the roll needed to wound, and roll one die per hit as you would for missile hits. The Urugan Cannon has a strength of 6 at short range and a strength of 4 at long range. Normal saving throw modifiers apply: -3 at short range and -1 at long range.

PROFILES

Urugan Cannons are solidly built from iron and wood, and can sustain considerable damage as shown. The profiles below summarise the abilities of the Urugan Cannon.

Range	Strength	Save
0-12"	6	-3
12-24"	4	-1
Move	Toughness	Wounds
As Crew	7	3

MISFIRES

If you roll a 'misfire' result then something has gone wrong, with potentially devastating results. Roll a D6 and consult the chart below.

URUGAN CANNON MISFIRE CHART

D6	Result
1-2	DESTROYED! The weapon explodes in a spectacular show of light and sound. The Urugan Cannon is destroyed and the crew are slain.
3-4	OVERHEATED. One of the barrels overheats and partially melts, preventing the Urugan Cannon from firing this turn, and in addition reduces hits caused by the Urugan Cannon by 2 in following turns.
5-6	MAY NOT SHOOT. A minor fault prevents the Urugan Cannon from firing. The cannon is unharmed and may shoot as normal next turn.

SHOOTING AT THE URUGAN CANNON

Because of the protective screen on the Gun, and the special training of the crew, any hits from missile fire are randomly allocated between the gun and the crew as shown on the chart below. For each hit scored, roll a separate dice and then resolve damage against the target that has been hit. The Urugan Cannon does NOT count as a large target for the purposes of shooting. If it is hit by a template weapon, follow the normal procedures (ie - any target under the template is potentially hit).

D6 roll	Hits
1-2	Crew
3-6	Urugan Cannon

LOSS OF CREW

The Urugan Cannon requires a full crew of three to work properly. If one crewman is slain then the other two can just about get by and the gun may fire as normal, however, the Urugan Cannon may no longer make a march move. If two crewmen are slain, the remaining crewman can still operate the weapon, but the rate of fire will be reduced. When the gun fires, the crewman must spend an entire turn preparing to to fire again, reducing the weapon's rate of fire to once every other turn. If all the crew are slain then the gun is useless.

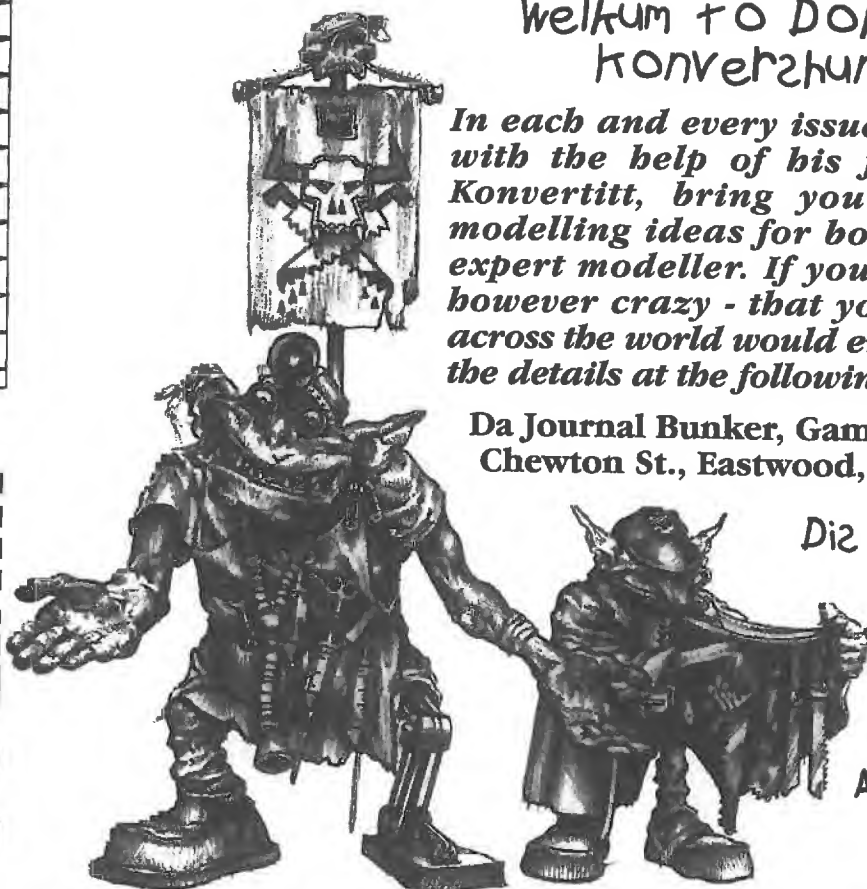
SUMMARY OF URUGAN CANNON FIRE

1. Align Urugan Cannon on target and measure range.
2. Roll the Artillery dice. This indicates the number of hits. If you roll a 'Misfire', consult the chart.
3. Resolve the number of hits as normal with saving throws as appropriate.

Welkum to Dok Butcha's
Konverzhun Klinik!

In each and every issue Dok Butcha will, with the help of his faithful assistant Konvertitt, bring you conversion and modelling ideas for both the novice and expert modeller. If you have any ideas - however crazy - that you think hobbyists across the world would enjoy please send us the details at the following address:

Da Journal Bunker, Games Workshop Ltd.,
Chewton St., Eastwood, Notts. NG16 3HY



Dis time we are
zum
konverzhun
from Lee
Garrett,
Steve Buddle,
Alex Scott an
Tuomas
Pihinen!

NASHERHOUND & BEAST TAMER

by Alex Scott

The Nasherhound is simply the Squig Hound from the Warhammer Quest supplement, Lair of the Orc Lord. We modelled a collar around his neck (?) with some modelling putty and added some spikes to it from our bits box.

The Handler is another easy conversion. We took one of the Goliath Gangers (you can use models from your own gang's house!) and removed his axe. The we replaced it with the whip from a Chaos Warrior Charioteer which was carefully clipped away from his body.



SIBYRIAN BEAST-TAMER & SIBYRIAN HUNTER

Whilst not conversions themselves these two miniatures are from our Mail Order back catalogues and are ideal for the Kislevite army. These are not the only suitable figures as there are literally dozens of equally good miniatures in our

ranges! If in doubt simply give the Trolls at Mail Order a call on 01773-713213 as they will be only too willing to help!



STRELTSI

by Lee Garrett

Lee based this conversion on an Imperial Hand Gunner. First he went to work with a modelling knife and carefully removed his plumage to make him look a little less Imperial. Next we took the halberd arm from an old Chaos Charioteer and cut it just above the hand to produce the bardiche which was slung across the miniature's back.



KREML GUARD

by Tuomas Pirinen

They say that the simplest conversions are often highly effective and this one certainly proves that point. Just take one High Elf Phoenix Guard miniature, cut off its head, replace it with that of a Kislev Winged Lancer and voila! Instant Kreml Guard.



COSSACK

by Lee Garrett

Yet again we are able to create a superb Kislevite miniature with nothing more than a head swap. This time the body is an Imperial Archer and the head is from a Kislev Horse Archer miniature.



SONS OF URSA

by Steve Buddle

The Sons of Ursa are the most significant unit in the entire Kislev army and we thought that the miniature should reflect that. The Great Bear is simply one of the classic Elf Beastmaster bears. The rider himself is a Kislev Winged Lancer model without the Wing Banner attached. Instead we took the seat-back from a Skaven Doomwheel with the banner pole removed and pinned this into place behind him to look as if he is sitting on a throne, just to make him look more impressive. If you really want to go to town on this unit you could leave the banner pole on and give back banners to the whole unit. Don't forget to replace the banner top though!



DOOR BUTCHA'S KLINIK

THE BROTHERHOOD OF THE BEAR

by Lee Garrett & Steve Buddle

For this conversion you will need the upper body of a High Elf Reaver Knight Champion, the legs of a Winged Lancer and bow quiver from our Elven Hero miniature range. Before you start sticking this together you should brandish your trusty modelling knife in the general direction of the Reaver Knight's plumage and carefully remove it. Then it is a simple matter of sticking it together as seen in the photo. The bow quiver (conveniently obscured by the rider on this photograph!) was simply attached to the horse's body with a blob of Superglue.



MOUNTED COSSACK & MOUNTED HUN

by Lee Garrett



Not really conversions, these. The Mounted Cossack is actually just the Kislev Horse Archer Chieftain. The mounted Hun is created in the same way but with a different torso. Of course, you'll probably not want your entire unit being comprised of identical models. Here are just a couple of suggestions. Try re-positioning the sword arm with a pair of long-nose pliers (being careful not to damage the surface of the metal). Also, you could do lots of head-swaps with the other Horse Archers. It should be easy to create a really spectacular unit using the same basic model for each trooper.



DRUZHINA

by Lee Garrett

Yet another startlingly simple yet effective conversion this one. Starting with an Empire Pistolier we simply swapped his head for that of a Kislev Winged Lancer.

BARON SOVOTH

by Steve Buddle

To make your Baron Sovoth you will need the following:

- 1 Steam Tank Commander
- 1 Winged Lancer Legs
- 1 Ghost #5
- 1 High Elf Archer #2
- 1 Horse #2

Take your Steam Tank Commander and cut it in half at the waist (keep the top half). Then, carefully snip his head off with a pair of clippers. Replace this with the ruff cut from Ghost 5 (Night Horrors range). Snip off the Steam Tank Commander's Repeater Pistol hand and replace it with the bow hand from the High Elf Archer. Stick the body to the Winged Lancer Legs and mount him on the Horse. This is a fairly simple conversion that anyone could attempt (even me! - Ed).



Conversion Kits and suitable Kislevite Miniatures

To help you to build your own Kislevite army we have created special Conversion Kits for you. No longer will you have to spend hours pawing through your catalogues and White Dwarfs to find suitable miniatures! Of course these are by no means set in stone and you can go on to use any relevant miniatures you desire. These conversions will hopefully give you a feel for the appearance of the Imperial Kislevite Army and should you come up with any interesting conversions of your own we would love to see them!

- Druzhina:..... £3.75 each
- Brotherhood of the Bear £3.75 each
- Mounted Huns..... £3.00 each
- Mounted Cossacks £3.00 each
- Sons of Ursa..... £5.25 each
- Siberian Beast-tamer £1.25 each
- Siberian Hunter..... £1.25 each
- Streltsi £2.00 each
- Kreml Guard £2.25 each
- Cossack..... £2.00 each
- Baron Sovoth..... £7.50 each
- Nasherhound (no handler) .. £2.00 each

All the above conversion kits come with their respective mounts!



If you wish to order any of these kits (or indeed any suitable miniatures!) simply give Da Boyz a call at Mail Order on 01773-713213 - they'll be only too happy to help you out! Remember, if you have any conversion ideas let us know!

DA BOYZ'S KLINIK

THE CITADEL

JOURNAL

ARCHIVING SERVICE

Due to an ever increasing number of enquiries regarding issues of the Citadel Journal which are no longer available we are pleased to announce the arrival of the 'JOURNAL ARCHIVING SERVICE'.

Over the next three pages you will find a complete listing for all the articles that have been published in Journals 1-11. These are now available as photocopies which come in a dust-proof plastic wallet sent to you by First class post. So, if you are kicking yourself for missing the rules for the Undead Plague cart, Epic Ork Cyber-wyverns or even the Space Marine Drop Pods in Warhammer 40,000 all you have to do is simply give the Ladz at Mail Order a call on 01773-713213.

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IT'S GOOD TO STALK!

by David Camburn

Twenty-four year old David from Margate, Kent started gaming many years ago after overhearing a frenzied discussion regarding 'Cutting off a Hill Giant's arm' - surely a solid founding to build your hobby from! When not practicing Kung Fu and Tai Chi, David can be found immersed in the Games Workshop hobby. Obviously he has quite a sizeable Tyranid swarm, nearly 6000 points worth, and that doesn't include Biomorphs or Psychics! Recently, he put finger to keyboard and detailed his own views on fighting using Tyranids. So, here they are, alternative Tyranid tactics. Stand by for a new perspective!

It may be a hackneyed old phrase, used in regard to every Codex and Army Book, but Tyranids are one of the most powerful armies. In fact, when it comes down to close quarters fighting, they should be almost unstoppable.

But looking back on Ichar IV, we can see that they didn't do quite as well as they might have (but most battles came out as 50% overrun which is acceptable if you think about it).

Where could the Tyranids have done better? Well, I hope to put forward a few suggestions of my own.

BANZAIII!

The main trouble Tyranid players seem to have is one of target fixation. True, Tyranids are the close combat specialists of WH40K, few enemies can hold them back for long in that area, but players tend to lose track of everything else in a straight, headlong (and ultimately fatal) rush to get into hand to hand combat.



IT'S GOOD TO STALK!

An advance has to be supported, one item missing from the Codex that I did expect was a creature that could be used to lay down some form of sight obscuring cloud to shield a Tyranid advance. There isn't one, so terrain becomes vital - it is without doubt half of the Tyranid army.

To give a good example, my worst loss in any game during the first turn was twenty eight models. The battle was against Eldar on a table with a very sparse centre. The opposition was spread evenly across his deployment zone with half a dozen Scatter Lasers on War Walkers, Anti-Grav Platforms and Dreadnoughts.

This kind of loss is not that shocking, Orks and Marines will trade their Assault Squads for heavy weapons nine times out of ten and shred a badly set up army on the first turn.

LUCK! LUCK! LUCK!

The ideal terrain type is woodland which will hinder ranged attacks and not movement. So get your opponent to agree to a series of battles on Forestworld! Safely tucked away under the tree canopy your force can rapidly advance without the fear of heavy weapons tearing them all apart. If you can, place the woods so that they form a bridge for some of your broods to advance through. This 'Terrain Bridge' should run generally across the board, from your opponent's side back to your own.

Hills are very good positions for Tyranid Warriors, they can advance halfway up the safe side to get not only a better view of the battle but also claim hard cover. Your Biovores will also benefit from large rocks, hills, buildings etc. that they can hide behind. Another terrain bridge is the river, as it can provide a very good place to fire from. Remember your Space Hulk background? Tyranids can survive in a hard vacuum, so what about using a river to advance all the way across the table?

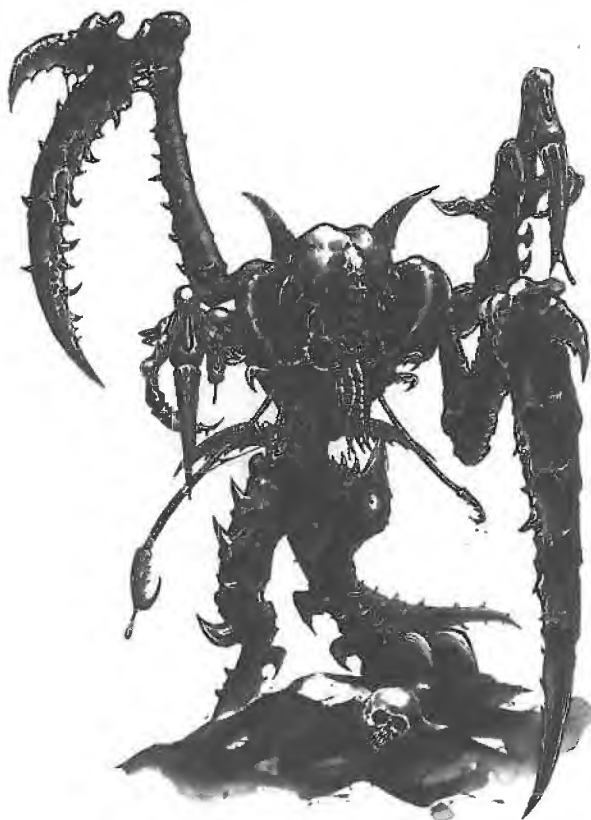
When you come to picking your Tyranid force you should get a good clear idea of what you want to achieve beyond 'Ugh! Kill humans!'

SIZE IS EVERYTHING!

The size of your units can be used to your advantage, although doing so comes into that grey area of gaming known as 'Gamesmanship'.

Minimum unit size can be used as follows. Suppose a Terminator Marine lets rip into twelve Genestealers with his trusty Assault Cannon. If they are deployed in one unit of twelve he can kill up to nine of them. Alternatively, facing two units of six he can only direct his fire into one unit, so the maximum Genestealer fatalities drops to six.

Of course small units do bring disadvantages. Such a unit is much more easily broken if it finds itself outside the comfort of the hive mind. You can however use small units safely with broods that are immune to psychology like Genestealers. Also, the powers Catalyst or Hypnotic Gaze are far more beneficial if played on large units.



LICTORS!

Lictors are totally excellent troops able to spring a nasty (hopefully fatal!) surprise upon the enemy. Try to pop out where the enemy least expects it. Going for the juicy target every time gets predictable, the enemy will soon learn where you most like to leap out from. The Orks might expect you leap out of a terrain bridge near the Weirdboy to clear the area for later troops. Jumping the Lictor at one of his Dreadnoughts might just take him aback.

Bear in mind that the rules do not demand that your infiltrating troops leap out on the first turn, it is often better to hide for a while.

Bio-Plasma is my favourite Bio-Morph for these creatures, especially if I can spew it right into the middle of a heavy weapon squad.

Used properly, a Lictor can devastate the rear of an enemy, but attacking character models often spells doom for the unfortunate Lictor. Better by far to sow panic amongst the enemy by chewing up his support weapon crew or heavy weapon squads. My record so far for a single Lictor in one game stands at: an entire squad of Fire Dragons, two War Walkers, two Scatter Laser crews and wounding the Farseer. In fact, the Eldar player killed a couple of his own models in panicked attempts to stop the rampaging creature.

Of course, the Lictor needed support and my opponent was kept busy trying to stop the main thrust of my



IT'S GOOD TO STALK!

attack which was aimed at this portion of his army. With his attention divided he was severely weakened.

Now on to the broods!

A HARDCORE OF WARRIORS

Tyrannid Warriors excel at killing heroes - few can stand in the way of a Warrior outfitted with Boneswords. Undeniably enjoyable though this is, your best troops can be used more effectively.

As I stated earlier (and my Cult army learned this the painful way), many commanders rely on hand to hand combat to pulp the enemy. I have tried throwing fifty or so Genestealers at the Marines, and it just doesn't seem to work too well.

The Tyrannid's greatest strength is that they evolve, and so must your army if you want to win.

Ranged weapons are lovely. Get your Tyrannid Warriors in broods of three and field the maximum number of Venom Cannon, Deathspitters and Barbed Stranglers you can. Get them dug in before letting rip with fleshy death. Cackle with glee as a Terminator ruptures into a Strangler taking the Predator he was next to with him.

Barbed Stranglers will engulf on an unmodified 4+ regardless of cover or movement, ideal for those pesky Scatter Laser and Mortar Batteries.

Deathspitters are my personal favourite for those nasty light attack vehicles, a successful hit, even if it strikes the vehicle without penetrating, can still kill exposed crew with the splatter. Superb for Ork War Buggies.

Very important: Protect your Warriors with Voltage or Warp Fields.

BURR!

It is considered polite to chew before swallowing, so soften up the enemy while your Hormagaunts and Genestealers are getting into position. Charging your troops into bolter range of a fresh Marine squad is a highly effective method of suicide.

Hormagaunts are nowhere near as tough as the trusty Stealer it is true, however a brood of Hormagaunts can engage a skirmish screen allowing your heavy weapons to shift their fire to the back half of the army.

This is important as all your troops with heavy weapons are large targets. Imagine a valley with Orks and Tyrannids, the hills taken by heavy weapons, the valley floor by Gretchin and Hormagaunts. The Tyrannids are obliged to shoot at the nearest unit, ie: the Gretchin. The Orks can shoot at the Warriors because they have a choice between medium and large size creature.

My favourite of all the broods consists of the Genestealers. Mr Genestealer often tends to suffer the worst abuses from misuse. Players try to crush the enemy under a rolling tide of purple death which will only stand a chance if your opponent is stupid enough to use some form of assault squad against them.

Except for Squat Hearthguard and Terminators, I have never come up against any real assault squads

(Abaddon says - 'Until the dread forces of Chaos is unleashed' [Evil snigger!]). Prodigious amounts of heavy weaponry are fielded in their stead to blast the Tyrannid advance to atoms. This is where your Termagants and Hormagaunts die gloriously for the good of the swarm (and they should make it as difficult as possible for the enemy). Your Genestealers are valuable troops - often your primary anti-vehicle weapon.

TANKBUSTERS!

When you attack a vehicle, always remember the valuable lessons taught to us by the feline predator - go for the neck. Side or rear armour is often weaker than frontal so attack from the side into his hull location. This avoids the horns of the metal beast (ie: getting run over), especially if the Genestealers attack from both sides, preventing the vehicle from killing them all with a turn at the start of its next movement. Casualties from Frag Defenders or Electro Hulls are going to be far lighter than those doled out by Multi-Lasers or Twin Heavy Bolters.

And don't forget that all those wrecked vehicles make excellent extra cover.

Another tactic is to lure Dreadnoughts into woods, a Carnifex or Hive Tyrant can make short work of most of these over-sized tin cans - Ork Dreadnoughts are laughably out-classed by Tyrants.

CANNON FODDER!

We come now to the lowest of the low, the Termagant. They have trouble killing Gretchin toe to toe. Their low toughness and complete lack of armour spell disaster should they ever come under any ranged weapons fire.

Doomed to die though they may do, it is important to make their deaths a sacrifice instead of a waste. A sacrifice means they do their best not to get killed, using cover to aid their advance and charging or running when they have to get closer to the enemy.

Wasting them means charging them all straight into combat with an enemy hero outfitted for close combat. Send them in one or two at a time to keep him busy over the period of several turns, delaying the hero until tougher Tyrannids arrive and close in for the kill.

Also, don't ignore losses amongst your Termagants. Leaving them in open ground because they are 'only Termagants' will sap the overall strength of your army and give you the wrong attitude.

Tyrannids certainly have the most need for a skirmish screen - It cannot be pressed home with enough force. This needs to be a mix of at least 40 Termagants and Hormagaunts. Once the Termagants are within Fleshborer range they can provide covering fire for the wave of Hormagaunts that will surge out past them, or get entangled with as many of the enemy as possible.

Your opponent may have some form of screen of his own to keep you from penetrating his army, such as a squad of Tactical Marines at the base of a hill occupied by a Devastator Squad.

IT'S GOOD TO STALK!

Use your Hormagaunts to engage them one or two at a time, so that instead of mobbing them with three or four models, your later models can ignore those already in combat to strike in at his heavy weapons. Or charge the Hormagaunts in first, using the longer ranged Hormagaunts to hit further back.

FLOODING DEATH!

At this point a warning about drifting Spore Mines seems appropriate. Try to avoid advancing past them if possible, your enemy will take great delight in using your mines to blow you up by shooting them.

The Biovores themselves should be well dug in, preferably hidden during setup (a good idea for all your Tyranids, actually) to avoid the humiliation of being bushwhacked by enemy infiltrators.

If the terrain is suitable you may even be able to use a Biovore as a walking bomb. Would you like to take on a fully laden Biovore in hand to hand combat? BOOM!

Dump trouble into the heart of the enemy formation, concentrating their shots in one area to produce a catastrophic chain reaction. I like to field as many of these support creatures as possible, although I only give each one three Spore Mines. If the battle is going how it should, your broods will be in contact with the enemy by the third turn, it is often too risky dropping the Mines by this stage.

Another tactic with Spore Mines that have drifted annoyingly close to a model but not quite near enough to detonate involves shooting them with a Barbed Strangler. The Strangler germinates, possibly killing anything within a three inch area, also setting off the mine to clear an wider area.

Alternatively, your Hive Tyrant with a Deathspitter can snipe at the mines under the rules for targeting by character models, blowing them up if they come down just too far away to explode.

THE BIG GUYS!

Always give your Hive Tyrants two Boneswords. It would be highly embarrassing to have the General of the best close combat army beaten in hand to hand combat. For ranged weapons, the choice will depend on personal preference and the number of Tyrants you have. As your army needs all the heavy weapons it can get, Venom Cannon are perhaps best as general purpose weapons. On the other hand, enemies with low armour saves, such as Orks or Imperial Guard, suggest the use of Strangers which are hampered by their low initial save modifier.

Regenerate is certainly a must for every Hive Tyrant, subject as he is to immense and unwelcome attention from Assassins, Psykers, Avatars, Dreadnoughts, heavy weapons, ad nauseum.

When advancing, your General should move within the centre of the swarm, relatively safe from weapon fire and enemy character models. Being there has the additional effect of holding the centre of your army together, while being in character for your army.

If possible, assign a brood of Tyranid Warriors or a Carnifex to be the Tyrant's bodyguard, moving ahead to intercept any attackers or absorb incoming fire (just remember to keep taking cover or charging, it's better that your enemy wastes his shots by missing than you repeatedly having to make armour saves).

By keeping your Tyranid Warriors and Hive Tyrants close to the assault swarms you can ensure that if they do suffer too many casualties they won't rout. Should they do so, the delay will mean crippling casualties on the second advance.

Devourers are perfect close support weapons at this point, allowing a steady stream of shots while still allowing the Warriors and Tyrants to advance, firing over the heads of their shorter fellows. Venom Cannon can also be used in this role if enthusiasm is kept in check - watch out if that salvo starts snaking back towards you!

Quite justifiably, Carnifexes cause terror to your opponent. A regenerator is almost impossible to put down with normal weapons. Remember my example of losing twenty eight models? Well the Carnifex advanced right across the table, was still alive at the end of the battle in spite of being shot with everything the Eldar had (whilst 'Doomed') and it didn't have regenerate. This sort of tenacity sticks in the mind of opponents, they get obsessed with taking out the Screamer Killer.



IT'S GOOD TO STALK!

Smart opponents will take a different approach: D-Cannon, Vortex Grenades, Graviton Guns, Psychic Powers (Warp Field, anyone?). So once again, protect your lovely broods with cover and movement. You will be rewarded.

If you fancy mixing it with the big bruisers such as Marine Special Characters or an Avatar, Acid Blood can be quite amusing - a strength eight hit every time the enemy wounds you! Even Bjorn the Fell-Handed is susceptible to that armour penetration: D6 + D20 + 8.

ATTACK FROM THE SKIES!

Sweeping attacks from the side can be reinforced by Gargoyles, which can be difficult to hit at such speed. Keep them behind cover until they are needed. When a brood is getting close to an enemy whip the Gargoyles out to soften up the enemy or provide a distraction.

Flying High is, of course, a standard tactic, just remember to bring all of them back down again. This can be used to toy with an opponent if you can convince him to go onto Overwatch so that he can shoot them as they swoop down. He won't be using those weapons this round adding a little more to the survival time of your swarm as a whole. If he doesn't Overwatch go for support weapon crews near the table edge, routing them straight off the table edge will certainly be easier than killing them.

Used in conjunction with two or three Lictors springing out from the same area, your Gargoyles can be used to make an effective thrust into the side or rear of the enemy, forcing them to split his fire or get a hole chewed in his tender hide.

WARP BLASTS!

Keep your Zoanthropes back for the most part, taking care to advance them very cautiously. A Warp Field may be a potent defence but a Las-Cannon or Heavy Plasma Gun on Maximal will test your luck sorely.

Once your Tyrants have stunned or crippled any enemy Psykers with a Psychic Scream, Zoanthropes can happily blast away, adding to your artillery in a most welcome fashion. You have no way of storing power cards, so have fun using them up.

THE PSYCHIC GAME

As most Tyranid powers don't have a direct offensive punch it may well occur to your opponent to dispense with Psykers all together, using the points saved to field yet more heavy weapons. This can leave your Tyrant kicking its heels aimlessly in the Psychic Phase if the only power it has spent all those precious points on is Psychic Scream.

When driving Genestealers or Warriors across open ground, or through heavy fire, Catalyst gives a tremendous boost to their survival time.

Against the Imperial Guard either Hypnotic Gaze or The Horror can yield great rewards. With the obvious exception of Space Marines, most vehicle crew will

only have average leadership scores. Of course, enclosed vehicles are immune to both of these powers, but an entire Battlewagon full of Orks, or a Marine Landspeeder could be brought to a shuddering halt - then you can tear them apart at your leisure.

There are two very important pieces of advice on using Ripper Swarms, firstly remember not to eat big holes in your own cover. Secondly, keep the bases in contact by the points, not the edges to reduce damage from those pesky area effect weapons.

USE EVERY WEAPON!

There are two more cards in the Tyranid arsenal - Psychology and Event Tables... and Missions ... are our three most effective weapons!

The Event Tables will often throw opponents completely off balance, but those who have fought the Tyranids before learn to compensate. In fact, it is just as well to ignore them when planning a strategy. Pounce upon the results as often as possible of course, if a unit of your opponent's Howling Banshees decides to run from a Termagant all well and good.

Just to give two examples of the unpredictability of the event tables:

In one battle versus Squats a result of "Something wrong with Trooper Jones..." meant that six Squat Hearthguard, the Squat Warlord and their Chief Librarian ally were all under the Strangler's template. Eight targets needing a 4+ to hit. I missed every single one of them.

Psychology comes in two parts. Most opponents when fighting Tyranids will adopt the time-honoured method of killing them. Sit between six to eight inches away from their table edge and keep shooting until their little arms get numb from the recoil. I have played in battles where the enemy consists of nothing but vehicles, heavy weapons squads and Dreadnoughts. In fact, the only close assault troops I usually see are Terminators (with Cyclones and Assault Cannon, natch) who pop up as allies for everyone as allies except for Orks.

Often they won't make more than a token effort to complete their mission - why should they! The casualties inflicted by all those big guns can cripple your army in two turns.

By placing their units so close to the table edge, the enemy does place itself in a hole somewhat. If you can rout them from that position (Horror, anyone?) there is little chance they will avoid an early bath so to speak, by leaving the field entirely.

On the other claw, mandible or whatever, your own Psychology allows you to happily feed your troops into completely suicidal attacks with no chance of them routing due to the Hive Mind. I know I have got carried away with this, technically termed the "He'll never be able to kill them all!" syndrome.

As many of you will have found out, it is entirely possible for your opponent to do just that. This is basically the sacrifice vs waste problem again. Don't just throw

IT'S GOOD TO STALK!

your troops lives away just because you can. Make the best use of the Hive Mind to give you extra strength where you need it.

For example, when playing the Tyranid attack mission, you will often lose to a couple of lone stragglers, more than likely a crippled vehicle sitting out in an open patch of ground with fully functioning weapons. Sacrificing half a dozen Genestealers so that one can get to the tank and tear it apart is fine. There is a good chance they will be deep into the battle field, probably near cover.

Trying to charge all the way across the table through sparse terrain towards such a target is a waste, all six turns can be spent restocking the 'shooting gallery', much to your enemy's delight.

Tyranid Attack is a rather ironic mission, on the one hand you do have the chance to pour wave after wave of hideous alien menace into the fray in the best movie tradition. On the other, care must be taken lest you find the tattered remains of your broods unable to achieve 100% casualties, or the luck of the dice turn against you. Keep using cover, movement and supporting fire to best advantage - treat those reinforcements as a bonus that should be spent wisely.

The other special mission is my personal favourite. The Trap is the best chance for revenge on all those heavy weapon toting humanoids. Now, your opponent has to set up, covering attack from three sides without being able to see a single one of your models! Even if he wins the first turn and wisely switches most of his army onto Overwatch, your ranged weapons all get a chance to fire because they all shoot simultaneously on a single pulse from the hive mind, and once those shots are on their way killing the firer will have no effect. Revenge, bwah-ha-ha-ha!

GO FORTH AND BEYOND!

The basic rule with Tyranids is to advance like a SWAT team (although without the hats).

The Hormagants, Genestealers and Termagants run forward, snaking between cover taking an extra round to get into position if it will save them being mown down.

While they do that the Tyrants, Warriors and Carnifexes are advancing steadily, trying to cause widespread damage to the enemy but avoiding the hellish amount of incoming fire as best they can.



All the time, Spore Mines should be dropping into the heart of the opposing infantry. Make your opponent worry by causing numerous casualties before you've had a chance to get close. If he's busy worrying about shutting your Biovores down he might send a bike after them instead of the Hive Tyrant.

Just before the attack proper breaks, Lictors reveal themselves, backed up by the timely fire of Gargoyles to confuse, paralyse and disorient the defenses.

All of the people I have played against with Tyranids say that the vast swarm is very unnerving when it first gets set up. By keeping the casualties on your side to an absolute minimum, the inexorable advance will wear on the other player's mind. Start letting him shoot you up badly and he will only be further encouraged.

Above all, don't let your Swarm degenerate into a bunch of stupid kamikaze monsters doomed to die.

Picture a single swarm moving as one, observing the prey, creeping closer, staying hidden as long as possible. What is the prey doing? Creep closer ... then leap!

(Now, can someone help my Undead?)

BARON SOVOTH'S MAGIC ITEMS

Printed here on this page (yes, right just here!) are cut-out and-keep magic item cards for Baron Sovoth. If, however, you do not want to mutilate your pristine and rather fluffy Citadel Journal then you have our full permission to photocopy these pages for your personal use!



MAGIC ITEM 50 POINTS

THE REQUIEM BLADE

The sword, wrought in black metal emits an eerie musical wail, an unrecognisable but haunting melody which makes living opponents shiver with foreboding at its sound.

All those fighting Sovoth are at -1 to hit. In addition should a unit suffer wounds from the blade, double the total when counting combat resolution (eg, if 3 wounds were inflicted, add +6 to Sovoth's resolution) in this way he has more chance of breaking units.

BARON SOVOTH ONLY

MAGIC ITEM 25 POINTS

SOVOTH'S HORN

"Welcome the quiet, for if you can hear Sovoth's Horn then death is not far away"
Sovoth's Horn may be used once per battle at the start of the Magic Phase. When blown it infuses the Spectral Hunt with dark, necrotic power. The effect of Sovoth's Horn on the Spectral Hunt is as if it had Vanhel's Dance Macabre cast upon it. This is dealt with in exactly the same way as described on the spell card itself but requires no Power cards to cast. The spell may be dispelled as normal.

**BARON SOVOTH ONLY
ONE USE ONLY**

MAGIC ITEM 25 POINTS

ETHEREAL ARMOUR

"It passed right through him! I'm telling you, straight through!"

The Ethereal Armour gives the wearer a basic 3+ save. Carrying a shield or riding a barded steed, however, will not improve the armour saving throw any more. Also, due to the insubstantial nature of the Ethereal Armour, the armour saving throw will never fall below 5+ even if hit by a weapon with a large save modifier. There is always a chance that the weapon will not connect and pass straight through the wearer.

BARON SOVOTH ONLY

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

IMPERIAL GUARD CENTAUR

VEHICLE DATA

CREW:

- 1 IMPERIAL GUARD DRIVER
- 2 IMPERIAL GUARD GUNNERS

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: WHEELED



WEAPONS

One Multi-laser mounted in the turret with a 360° field of fire. One Heavy Bolter mounted in the hull with a 90° field of fire to the front. Both these weapons are fitted with targeters. The Centaur may be fitted with a set of Auto-launchers carrying frag or blind grenades. (+5 points) or Frag Defender rounds (+10 points).

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	MOD.	SAVE		SPECIAL
	SHORT	LONG	SHORT	LONG				ARMOUR	PENE.	
Multi Laser	0-20	20-60	+1	-	6	D4	-1	D6+D4+6	Sustained Fire 3D	
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained Fire 2D	
Auto Launcher	6	-	-	-	As Grenade Type					
Blind Grenade	-	-	-	-	-	-	-	-	-	2" Blast marker
Frag Grenade	-	-	-	-	3	1	-1	D6+4	2" Blast Marker	
Frag Defender	All models in base to base contact with the Centaur take a S4 hit with -1 save modifier									

POINTS COST: 160 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Wheel*	16	16
3-5	Hull	21	18
6	Turret	20	20

* Hit the wheel nearest the attacker

Wheel Damage Table

- The wheels are damaged but keep running. The Centaur may only move at slow speed for the rest of the game.
- A wheel is blown off. The Centaur moves out of control next turn then comes to a complete halt.
- A wheel is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model takes D6 S7 hits with a minus -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 score of 4-6. Surviving models may dismount using the usual rules.

Hull Damage Table

- The driver is killed. Unless his position is taken over the Centaur will move out of control for the rest of the game.
- A large explosion tears through the crew compartment, roll a D6 for each model on board the Centaur. On a roll of 4-6 they are hit and killed.
- The Centaur's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- A Spark ignites the Centaur's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Centaur's ammunition explodes. The Centaur is destroyed, all models on board are killed and any models within 3" of the centre of the tank suffer D6 S 10 hits with a -3 saving throw modifier.

Turret Damage Table

- The Multi-laser is damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
- The turret is jammed and may no longer rotate. The Multi-laser may only fire in a straight line at targets that are directly in front of it.
- The Multi-laser is destroyed and may not be used for the rest of the battle.
- The Multi-laser is hit and destroyed as above, but the explosion causes a flash-back to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.
- The ammunition stored in the turret explodes and the Centaur is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 S9 hits with a -6 saving throw modifier.

IMPERIAL GUARD MINOTAUR

VEHICLE DATA

CREW:

1 IMPERIAL GUARD DRIVER
1 IMPERIAL GUARD GUNNER
1 IMPERIAL GUARD COMMANDER

RAM VALUE:

STRENGTH 7
D12 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: WHEELED



WEAPONS

One Heavy Bolter mounted in the hull with a 90° field of fire to the front, this weapon is fitted with a targeter. The Minotaur may be fitted with a set of Auto-launchers carrying frag or blind grenades. (+5 points) or Frag Defender rounds (+10 points).

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	PEN.		
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6-D4+5	Sustained Fire 20	
Auto Launcher	6	-	-	-	-	-	-	-	-	As Grenade Type
Blind Grenade	-	-	-	-	-	-	-	-	-	2" Blast marker
Frag Grenade	-	-	-	-	3	1	-1	D6+4	2" Blast Marker	
Frag Defender	All models in base to base contact with the Centaur take a S4 hit with -1 save modifier									

POINTS COST: 140 points (+ Commander - see rules)

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Wheel*	16	16
3-5	Hull	21	18
6	Turret	20	20

* Hit the wheel nearest the attacker

Wheel Damage Table

- The wheels are damaged but keep running. The Minotaur may only move at slow speed for the rest of the game.
- A wheel is blown off. The Minotaur moves out of control next turn then comes to a complete halt.
- A wheel is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model takes D6 S7 hits with a minus -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 score of 4-6. Surviving models may dismount using the usual rules.

Hull Damage Table

- The driver is killed. Unless his position is taken over the Minotaur will move out of control for the rest of the game.
- A large explosion tears through the crew compartment, roll a D6 for each model on board the Minotaur. On a roll of 4-6 they are hit and killed.
- The Minotaur's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- A Spark ignites the Minotaur's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Minotaur's ammunition explodes. The Minotaur is destroyed, all models on board are killed and any models within 3" of the centre of the tank suffer D6 S 10 hits with a -3 saving throw modifier.

Turret Damage Table

- The turret mounted sensors are damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
- The turret is jammed and may no longer rotate. The sensors may only be directed in a straight line at targets that are directly in front of it.
- The sensors are destroyed and may not be used for the rest of the battle.
- The sensors are hit and destroyed as above, but the explosion causes a power surge to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.
- The ammunition stored in the turret explodes and the Minotaur is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 S9 hits with a -6 saving throw modifier.

KISLEVITE MAGIC ITEMS

So, you want magic item cards do you? Well, take that! and that! and that! There, that will teach you mess with the big boys! (I think we've spent a little bit too long in the sun have'nt we? - Ed).

Yes, this issue we bring you 3 pages of full colour magic item cards! 3 pages! 3 whole pages! These cards are for use by the rank and file troops and characters in the Imperial army of Kislev. Next issue we hope to bring you cards for the special characters

MAGIC SPELL 50 POINTS

FEATHER OF FINIST THE HAWK

During the time he spent as an enchanted firebird, Prince Finist the Noble would leave a feather as a mark of his friendship. When the owner throws it into the air, Prince Finist arrives in his magical form ready to serve his friend.

The Feather of Finist the Hawk may be used during the Magic Phase. The owner may ask Finist to carry him anywhere on the battlefield, and the model is considered to be charging if he is transported into base to base contact with an enemy model. Alternatively, Prince Finist may attack any enemy model within 12". He has WS 8, S 5 and 5 attacks which are resolved immediately. The use of the feather is considered to be a spell and may be dispelled normally.

**KISLEVITES ONLY
ONE USE ONLY**

MAGIC ITEM 25 POINTS

BOOTS OF SEVEN LEAGUES

Young Prince Ivan used these boots to escape the dreaded Sorcerer Koshei the Immortal when he rescued Vasilisa the Wise from his clutches.

These boots grant the bearer a move of 12", allowing him to charge 24". In addition he may jump over any terrain features or units. He is never slowed by any terrain features and may jump over rivers, swamps etc.

KISLEVITES ONLY

MAGIC ITEM +5 PTS PER MODEL

NJEVSKI'S SCREECHING BACK BANNERS

The most respected warriors of the noble Winged Lancers may sometimes be given the honour of riding to war carrying the mystical Back Banners such as owned by the mighty warrior Tsar Alexander Njevski. They grant a piercing howl which strikes fear into the hearts of their most hated enemies.

A single unit of Winged Lancers may be equipped with Njevski's Back Banners. Members of a Winged Lancer regiment carrying one of the Back Banners cause Fear when charging the enemy. Note, however, that they are also only immune to Fear when they are charging. This item is unique in that you may give it to normal Rank and File troops but you MUST give a Back Banner to every member of the unit.

WINGED LANCERS ONLY

MAGIC SPELL



MAGIC SPELL

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM

35 POINTS

JEKATARINAS ICE ARMOUR

This enchanted armour was fashioned out of pure magic and ice by Tzarina Jekatarina III. It is enchanted against all physical damage, but a very powerful blow may shatter it.

This armour gives a basic 1+ save on D6, which cannot be improved by magical means or wearing more armour or carrying a shield. The armour save never falls below 4+, even if an opponent's Strength or a magical weapon would reduce it to less. If the save ever fails the armour is destroyed. Ice Mages may wear the armour without affecting their ability to cast spells.

KISLEVITES ONLY

MAGIC ITEM

55 POINTS

THE CROWN OF KISLEV

This crown was first worn by Maria Morevna, the second ruling Tzarina of Kislev. Maria was famous for her magical powers and the enchantments she cast over the Crown persist to this day.

A General wearing the Crown of Kislev may increase his/her armour save by 1 point. In addition, the general gains one of the following benefits: A Kislevite Lord may increase his Toughness by one point, a Khan Queena may draw one more card in the beginning of the magic phase.

KISLEVITE GENERALS ONLY

MAGIC STANDARD

60 POINTS

THE HOLY ICON OF MISKA

The Holy Icon is normally kept in the shrine of Miska in Kislev, but in times of war it is brought out and its divine presence has a mystical effect on the battle prowess of any Kislevite troops fighting under its watchful gaze.

A unit carrying the Holy Icon is partly possessed by the spirit of Miska herself and may increase its WS by 1. This includes any characters that accompany the unit.

MAGIC ITEM

60 POINTS

THE APPLE OF KISLEV

The Apple of Kislev is a stunningly beautiful piece of jewellery and is the traditional symbol of the ruler of Kislev. The Tzar or Tzarina may give it to his or her representative, increasing the fortunate Boyar or General's status. The ruler him/herself might also carry it into battle.

The Apple of Kislev increases the Leadership characteristic of the bearer to 10. In addition, any unit led by a character carrying the Apple can re-roll any Fear, Panic or Terror tests.

KISLEVITES ONLY

MAGIC ITEM

MAGIC ITEM

STANDARD

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

<p>MAGIC ITEM 60 POINTS</p> <p>ARMOUR OF ALEXANDR</p> <p><i>This armour was made for the Tzar Alexandr Njevski by the Dwarfs. It is chainmail of unrivalled beauty and strength, and on every link of armour is inscribed the words "The Gods are with us and thus we cannot fail". Tzar Alexandr never suffered a wound in battle while wearing this armour.</i></p> <p>The armour of Alexandr includes a shield and confers a basic armour save of 3+. If this save fails, the wearer may immediately roll again, this time saving on a 5+. This additional save is never modified by strength. If either armour save is made, the opponents weapon is frozen and broken on a roll of 6+ on D6. This affects only magical weapons.</p> <p>KISLEVITES ONLY</p>	<p>MAGIC ITEM 40 POINTS</p> <p>PISTOLS OF PRINCE BOYDINOV</p> <p><i>This matchless brace of pistols was owned by the remarkable Prince Boydinov of Erengard who first introduced black powder weapons to the Army of Kislev. They served him well until his life ended in a tragic game of "Kislevite Roulette". His own pistols were the instruments of his death.</i></p> <p>A Character equipped with these pistols may use them in the shooting phase and hand-to-hand combat phase just like normal pistols, except that they hit automatically! They have a range of 8" and the bullets shot by these pistols are considered to be a magical attack.</p> <p>KISLEVITES ONLY</p>	<p>MAGIC ITEM 75 POINTS</p> <p>THE HOLY AXE OF MISKA</p> <p><i>This axe was made by Miska the Slaughterer for her second husband (the first one was killed and eaten by Miska in her fury) Mikhail Gregorov. It is an exceedingly heavy weapon and its strikes leave destruction in their wake.</i></p> <p>The Holy Axe of Miska gives +2 to its users rolls to wound and it confers an extra -2 to the opponent's armour saving throw. It causes D3 wounds per hit.</p> <p>TZARINAS ONLY</p>	<p>MAGIC ITEM 100 POINTS</p> <p>FEARFROST</p> <p><i>Fearfrost was forged by Miska the Slaughterer in the early days of Kislev. The Blade is the heirloom of the Tzarinas of Kislev. Only a Tzarina can wield it, and if any man were even to touch the blade he would instantly be frozen to death. The intense cold radiating from the weapon will slay anyone it cuts.</i></p> <p>If the Tzarina scores a successful wound with this weapon, the victim automatically suffers a further D6 wounds. Normal armour is ineffective against the magic of Fearfrost, so only foes wearing magic armour get a saving throw.</p> <p>TZARINAS ONLY</p>
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